

How to Conquer **STREET FIGHTER IV** and **KILLZONE 2!**

**TIPS &  
TRICKS**

VIDEO GAME

Wii



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# contents

	<b>STREET FIGHTER IV</b>	<b>04</b>
	<b>KILLZONE 2</b>	<b>32</b>
	<b>WII TIPS</b>	<b>40</b>
	<b>XBOX 360 TIPS</b>	<b>46</b>
	<b>PLAYSTATION 3 TIPS</b>	<b>53</b>
	<b>NINTENDO DS TIPS</b>	<b>56</b>
	<b>PSP TIPS</b>	<b>58</b>
	<b>PLAYSTATION 2 TIPS</b>	<b>60</b>
	<b>PLAYSTATION TIPS</b>	<b>70</b>
	<b>GAME GEAR TIPS</b>	<b>79</b>
	<b>SELECT GAME PREVIEWS</b>	<b>84</b>
	<b>PENCIL PUZZLES</b>	<b>49</b>



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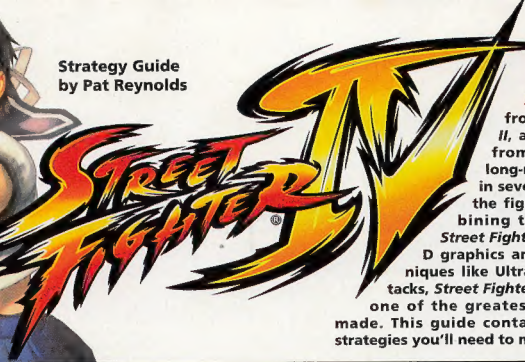
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Strategy Guide  
by Pat Reynolds



**S**treet Fighter IV reunites all of the world warriors from *Super Street Fighter II*, adds some familiar faces from other chapters in the long-running series and brings in several new fighters to keep the fighting action fresh. Combining the gameplay of *Super Street Fighter II* with cutting-edge 3-D graphics and innovative new techniques like Ultra Combos and Focus Attacks, *Street Fighter IV* is a bold relaunch of one of the greatest fighting games ever made. This guide contains all of the tips and strategies you'll need to master all 25 characters.

## THE BASICS

### Attacks



*Street Fighter IV* uses six attack buttons—Light Punch, Medium Punch and Heavy Punch (LP, MP, and HP) and Light Kick, Medium Kick and Heavy Kick (LK, MK and HK).

Light attacks come out quickly but require you to be extremely close to the opponent, while medium and heavy attacks extend further and do more damage.

### Special Attacks

Special attacks are a warrior's core abilities—the moves that set him apart from the crowd and dictate play style. Unless a special attack requires a specific punch or kick button, this guide will simply use P for punch and K for kick when referencing special attacks, and PP or KK when attacks call for pressing any two (or three) punch or kick buttons simultaneously. Special attacks performed with Light Punch or Light Kick will travel less distance, or more slowly, than those performed with Medium and Heavy attacks. Learning the properties of each attack and the best situations in which to use them is a key to becoming proficient at *Street Fighter IV*.



### Throws



Tapping LP + LK while close to an opponent will initiate a throw attempt. Pressing → or ← controls the direction of the throw. Throws can be countered by tapping LP + LK, resulting in neither fighter completing their attempted grab animation.

### Focus Attacks



While many of the techniques in *Street Fighter IV* come from earlier games in the series, Focus Attacks are completely new. Performed by pressing MP + MK, Focus Attacks serve as both defensive and offensive moves. By holding MP + MK you'll charge up the attack. You can absorb one attack while in this stance, and releasing the buttons will perform a counterattack. Otherwise, you'll automatically unleash an unblockable attack after a few seconds. Attacks with the Armor Break property, as well as throws, will bypass the Focus stance.

### Focus Dash Cancels

In addition to its defensive and offensive properties, the Focus Attack can also be used to perform the advanced technique known as Focus dash canceling. With proper timing, this allows you to cancel out of an attack animation and into a forward dash, setting up for an Ultra or Super Combo.

To perform a Focus dash cancel after beginning a special attack, tap MP + MK and then →, →. Timing is crucial and it will take much practice to be able to reliably use this technique. When used properly, it will let you move seamlessly into a Super or Ultra Combo from a successful special attack hit for massive damage. Performing a Focus dash cancel uses one bar of your Super Combo Gauge.



### EX Attacks

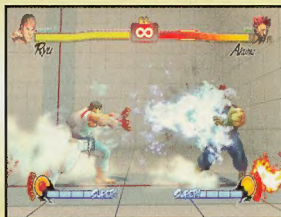


Most special attacks have an EX version that can be performed by pressing two punch or kick buttons instead of one. EX attacks do more damage and usually come out faster than their normal counterpart. They will also deplete one bar of the Super Combo Gauge.



## THE BASICS

### Super Combo Gauge/Super Combos



Aggressive play will fill your Super Combo Gauge (S.C. Gauge), which consists of four bars. When all four bars are filled, you'll have access to a powerful Super Combo. Performing this attack empties the S.C. Gauge completely. The S.C. Gauge carries over between rounds.

### Revenge Meter/Ultra Combos



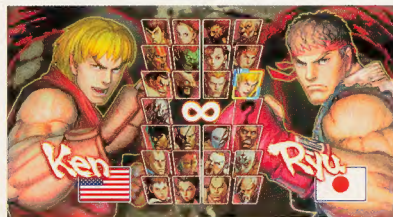
The polar opposite of the S.C. Gauge, the Revenge meter fills as you take damage, and does not carry over from round to round. After taking enough damage, you'll be able to unleash an Ultra Combo, a flashy and powerful attack designed to help you turn the tide of a losing battle in your favor.

## CHARACTER UNLOCKING GUIDE

Nine fighters are unavailable when you begin playing *Street Fighter IV*. To unlock them all, you'll need to clear Arcade mode with every character in the game. Some characters can be unlocked by beating the game with certain other characters, while others have more daunting requirements:

Name	Unlock Method
Fei Long	Clear Arcade mode with Abel
Cammy	Clear Arcade mode with Crimson Viper
Rose	Clear Arcade mode with M. Bison
Gen	Clear Arcade mode with Chun-Li
Sakura	Clear Arcade mode with Ryu
Dan	Clear Arcade mode with Sakura
Akuma	After unlocking all of the above characters, clear Arcade mode under the following conditions: <ul style="list-style-type: none"> <li>• Set matches to "1 Round"</li> <li>• Do not lose any round (no continues)</li> <li>• Earn a Perfect Victory (no damage) in at least one round</li> </ul> Akuma will then appear to challenge you; defeat him to unlock him as a playable character
Gouken	After unlocking Akuma, clear Arcade mode under the following conditions: <ul style="list-style-type: none"> <li>• Set matches to "1 Round"</li> <li>• Do not lose any round (no continues)</li> <li>• Earn a Perfect Victory (no damage) in at least three rounds</li> <li>• Earn an Ultra Combo Finish in at least three rounds</li> </ul> Gouken will then appear to challenge you; defeat him to unlock him as a playable character
Seth	Clear Arcade mode with all characters (including Akuma and Gouken)

**Note:** It is possible to unlock Akuma and Gouken with the matches set to "Best of 3" or "Best of 5," but the requirements will be greater (for example, the required number of Perfect Victories will increase). The easiest way to unlock all of the characters is to set "1 Round" matches and play at the "Easiest" difficulty setting.



## MEET THE WORLD WARRIORS

On the pages that follow, I'll give you a breakdown of each character's moves, strengths and weaknesses, as well as some tips on how to use them most effectively. **Note:** The input directions (arrows) for attacks and special moves used throughout this guide assume that the player's character is facing to the right. When facing left, reverse the left/right directional commands. When you see a directional command preceded by the word "hold," it means you should hold in the specified direction for roughly two seconds before continuing with the rest of the directional input.

# KYU

Ryu exists for a single reason—to challenge and defeat fighters around the world in the hope of becoming a better martial artist himself. Along with Ken Masters, Ryu trained under Gouken and maintains a friendly rivalry with both warriors.



## Move List

Attack Name	Attack Type	Command	Special Properties
Shoulder Throw	Normal Throw	→ + LP + LK	—
Somersault Throw	Normal Throw	← + LP + LK	—
Collarbone Breaker	Unique Attack	→ + MK	—
Solar Plexus Strike	Unique Attack	→ + HP	—
Hadoken	Special Move	↓ ↓ → + P	EX Version
Shoryuken	Special Move	↓ ↓ ↓ + P	EX Version
Tatsumaki Senpukyaku	Special Move	↓ ↙ ← + K	EX Version, Armor Break
Airborne Tatsumaki Senpukyaku	Special Move	↓ ↙ ← + K (in air)	EX Version
Shinku Hadoken	Super Combo	↓ ↓ → ↓ ↓ → + P	—
Metsu Hadoken	Ultra Combo	↓ ↓ → ↓ ↓ → + PPP	—

## Strengths

- Fast, powerful projectile
- Shoryuken with HP has high anti-air priority
- Excellent multi-purpose Super Combo and Ultra Combo

## Weaknesses

- Not much change-up opportunity
- Many characters now have anti-projectile abilities that will punish you for relying heavily on the Hadoken



Ryu's abilities allow him to put up a strong fight on both offense and defense. His Hadoken is a long-range projectile and forces the opponent to either block or jump over it, and Ryu can punish those who choose to jump forward with his Shoryuken. Ryu has less recovery from throwing a Hadoken than many other characters, which gives you plenty of time to plan a counterattack after launching one. The EX Hadoken will hit twice and allows you to win fireball duels against most normal projectiles. Ryu's EX Shoryuken has great anti-air priority (i.e. it will defeat most jumping attacks), and it deals solid damage. His EX Tatsumaki Senpukyaku creates a vacuum effect, pulling opponents into the middle and dealing a lot of damage. Use this attack while jumping to catch opponents by surprise.



# KEN

Although both Ken and Ryu trained under Gouken, only Ryu came away with self-discipline and the desire to improve his fighting skills above all else. Mixing flash and attitude into his fighting style, Ken is up for any challenge...but he is more concerned with his life back home than with pursuing a life as a martial artist.



## Move List

Attack Name	Attack Type	Command	Special Properties
Shoulder Throw	Normal Throw	→ + LP + LK	—
Hell Wheel	Normal Throw	← + LP + LK	—
Inazuma Kick	Unique Attack	← + MK	—
Forward Step Kick	Unique Attack	→ + MK	—
Thunder Kick	Unique Attack	→ + HK (hold HK to feint)	—
Hadoken	Special Move	↓ ↓ ↓ + P	EX Version
Shoryuken	Special Move	↓ ↓ ↓ + P	EX Version
Tatsumaki Senpukyaku	Special Move	↓ ↓ ← + K	EX Version, Armor Break
Airborne Tatsumaki Senpukyaku	Special Move	↓ ↓ ← + K (in air)	EX Version
Shoryureppa	Super Combo	↓ ↓ ↓ ↓ ↓ + P	—
Shinryuken	Ultra Combo	↓ ↓ ↓ ↓ ↓ ↓ + PPP	Armor Break

## Strengths

- Lots of combos
- Shoryuken with HP has high anti-air priority
- Powerful EX attacks

## Weaknesses

- Not much change-up opportunity
- Many characters now have anti-projectile abilities that will punish you for relying heavily on the Hadoken
- Super and Ultra Combos have very short range



Ken plays similarly to Ryu, since they share all of the same special attacks and most of the same normal punches and kicks. Ken's selection of special kicks lets you play a more aggressive close game, and you can even fake out opponents by feinting out of a Thunder Kick into a throw or different attack. Use EX Hadokens to win fireball battles against most opponents. Ken's EX Shoryuken has excellent anti-air priority and damage. Although Ken's Super and Ultra Combos only hit at close range, they do good damage, and it is possible to combo from his Super into his Ultra as long as the opponent is in a corner.



# CHUN-LI

Interpol agent Chun-Li's mission is to take down the shadowy organization run by her arch-nemesis M. Bison. She joins the street fighting tournaments in the hopes of forcing Bison into a showdown and finally defeating him for good.



## Move List

Attack Name	Attack Type	Command	Special Properties
Koshuto	Normal Throw	→ + LP + LK	—
Kirishu	Normal Throw	← + LP + LK	—
Ryuseiraku	Normal Throw	LP + LK (in air)	Air Throw
Kakukyuraku	Unique Attack	↘ + HK	—
Rear Spin Kick	Unique Attack	↘ + LK	—
Kakusenshu	Unique Attack	→ + MK	—
Kintekishu	Unique Attack	← + MK	—
Tenkukyaku	Unique Attack	MK (during Kintekishu)	—
Tenshyokyaku	Unique Attack	↓ ↑ + MK (during Tenkukyaku)	—
Yosokyaku	Unique Attack	↓ + MK (while jumping)	Can be performed three times in succession
Wall Jump	Unique Attack	↗ (mid-jump, near wall)	—
Hyakuretsukyaku	Special Move	Tap K rapidly and repeatedly	EX Version
Kikoken	Special Move	Hold ←, → + P	EX Version
Hazanshu	Special Move	→ ↘ ↓ ↙ ← + K	EX Version
Spinning Bird Kick	Special Move	Hold ↓, ↑ + K	EX Version, Armor Break
Senretsukyaku	Super Combo	Hold ←, → ← → + K	—
Hosenka	Ultra Combo	Hold ←, → ← → + KKK	Armor Break

## Strengths

- Fast attack and movement speed, wall jump for added mobility and range
- Lots of attack options
- High priority on many normal attacks
- Great attack options from the air

## Weaknesses

- Low damage compared to other fighters
- Super and Ultra Combo come out slowly, easy to block
- Weak anti-air attack options



Use Chun-Li's speed and agility to your advantage. While she can fight from the ground with her assortment of unique kicks and special attacks, she's at home in the air. Use her Wall Jump to gain height advantage against even the highest-flying opponents. Her air throw has good priority and will make opponents think twice about trying to meet Chun-Li in the air. On the ground, the LP version of Kikoken is slow enough that you can follow behind it to combo into a throw or Hazanshu for extra damage. Chun-Li's Super and Ultra Combos have some startup time that makes them relatively easy to block if you don't catch the opponent in a recovery animation. Her Ultra Combo will go right through projectiles and travels a good distance, so it's excellent against fireball spammers.







# E. HONDA

Hard-hitting Sumo wrestler E. Honda wants nothing more than to prove the legitimacy of his sport to the world.



## Move List

Attack Name	Attack Type	Command	Special Properties
Sabaori	Normal Throw	→ + LP + LK	—
Rice Bale Throw	Normal Throw	← + LP + LK	—
Shikofumi	Unique Attack	↘ + HK	—
Hundred Hand Slap	Special Move	Tap P rapidly and repeatedly	EX Version
Sumo Headbutt	Special Move	Hold ←, → + P	EX Version, Armor Break
Sumo Smash	Special Move	Hold ↓, ↑ + K	EX Version
Oichi Throw	Special Move	→ ↘ ↓ ↙ ← + P	EX Version
Super Killer Head Ram	Super Combo	Hold ←, → ← → + P	—
Ultimate Killer Head Ram	Ultra Combo	Hold ←, → ← → + PPP	Armor Break

## Strengths

- Able to soak up more damage than many other fighters
- High-damage attacks
- Oichi Throw is useful in many situations
- Super and Ultra Combos go through projectiles and have anti-air priority

## Weaknesses

- Slow movement speed
- Weak against projectile spammers
- Hundred Hand Slap has short range



Honda can dish out the damage like few other characters in the game...but he needs to be able to get into position to attack, and fireball spammers like Sagat and Ryu can make this difficult. Your game with Honda should revolve around putting him into position to perform his Oichi Throw. This move has good priority and deals a lot of damage. Use it against jumping opponents just as they land, or as Honda rises from being knocked down. The Oichi Throw will snatch opponents out of their attack animations and make opponents scared to engage Honda at close range. The EX version does more damage as well as connecting from longer range, while his EX Sumo Smash is your go-to anti-air attack whenever you have 5.C. Gauge to use.



# BLANKA

Raised in the rainforests of South America, Blanka has developed a unique fighting style that incorporates fast attacks and shocking electrical charges.



## Move List

Attack Name	Attack Type	Command	Special Properties
Wild Fang	Normal Throw	→ + LP + LK	—
Jungle Wheel	Normal Throw	← + LP + LK	—
Rock Crusher	Unique Attack	→ or ← + MP (near opponent)	—
Amazon River Run	Unique Attack	↘ + HP	Good range, slides under projectiles
Surprise Forward	Unique Attack	→ + KKK	—
Surprise Back	Unique Attack	← + KKK	—
Coward Crouch	Unique Attack	Hold ↓ + PPP	Avoids Projectiles
Rolling Attack	Special Move	Hold ←, → + P	EX Version, Armor Break
Backstep Roll	Special Move	Hold ←, → + K	EX Version
Vertical Roll	Special Move	Hold ↓, ↑ + K	EX Version
Electric Thunder	Special Move	Tap P rapidly and repeatedly	EX Version
Ground Shave Roll	Super Combo	Hold ←, → ← → + P	Hold P to change timing of dash
Lightning Cannonball	Ultra Combo	Hold ←, → ← → + PPP	Hold PPP to change timing of dash

## Strengths

- Excellent speed and mobility
- Fast attacks
- Great mix-up potential

## Weaknesses

- Projectile-heavy characters can hinder his Rolling Attack viability
- Reliance on charge-up special attacks lowers ability to quickly react to different situations



With his Surprise Forward and Surprise Back—and the Coward Crouch, which lets him avoid having to block projectiles—Blanka's mobility gives him lots of options for controlling the battle. Because his mainstay attacks (the Rolling Attack and Vertical Roll) need to be charged for two seconds before coming out, you'll need to get comfortable with always holding ←, ← or ↘ while performing other moves. Your next move when coming out with a Rolling Attack is to immediately start charging for the next one. You can keep charging while blocking, crouch blocking or jumping backward—as long as you're holding ←, you'll be ready to pop out with an attack. Blanka's best mix-up attack is LP Rolling Attack into Electric Thunder. This can often trap opponents into attempting to jump over the Roll, only to land in Blanka's electric field. Electric Thunder and Vertical Roll are both solid anti-air options, while the Backstep Roll can get you over most projectiles—and it makes a good counter against fireball spammers.





# ZANGIEF

Zangief is so tough that he practices his techniques against live bears! Zangief's opponents know better than to try to go toe-to-toe with the giant Russian wrestler; he's an undisputed master of grappling.



## Move List

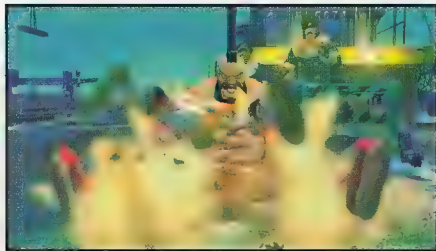
Attack Name	Attack Type	Command	Special Properties
Bodyslam	Normal Throw	→ + LP + LK	—
Brain Buster	Normal Throw	← + LP + LK	—
Flying Body Attack	Unique Attack	↓ + HP (during angled jump)	—
Double Knee Drop	Unique Attack	↓ + LK (during angled jump)	—
Headbutt	Unique Attack	↑ + MP or HP (during vertical jump)	—
Long Kick	Unique Attack	↘ + HK	—
Spinning Piledriver	Special Move	→ ↘ ↓ ↙ ← ↗ ↘ ↗ + P	EX Version
Banishing Flat	Special Move	→ ↓ ↘ → + P	EX Version
Double Lariat	Special Move	PPP	Avoids Projectiles
Quick Double Lariat	Special Move	KKK	Avoids Projectiles
Flying Power Bomb	Special Move	→ ↘ ↓ ↙ ← ↗ ↘ ↗ + K	EX Version, becomes Atomic Suplex when close
Final Atomic Buster	Super Combo	→ ↘ ↓ ↙ ← ↗ ↘ ↗ ↘ ↓ ↙ ← ↗ ↘ ↗ + P	—
Ultimate Atomic Buster	Ultra Combo	→ ↘ ↓ ↙ ← ↗ ↘ ↗ ↘ ↓ ↙ ← ↗ ↘ ↗ + PPP	—

## Strengths

- Takes less damage than any other fighter in the game
- Does more damage than any other fighter in the game
- Grabs have great priority and range

## Weaknesses

- Very slow movement
- Hard to play against highly mobile characters like Dhalsim and Chun-Li



Zangief is a powerhouse who relies on landing his Spinning Piledriver and Flying Power Bomb grabs as often as possible. He's got decent tools for dealing with projectile-heavy characters—the Banishing Flat moves him forward quickly while destroying projectiles, and the Lariat spins dodge them completely as well as being solid anti-air attacks. Set opponents up for the big power throws by jumping in with the Flying Body Attack or Double Knee Drop, and buffer in the 360° motion while airborne so you can hit P or K as you land and instantly transition into the throw. Don't worry too much about taking a hit as you try for throws—Zangief soaks up damage like no other character in the game, and you can seriously punish opponents who try to toss normal attacks at close range. The Final Atomic Buster is interesting in that it's got range to it (Zangief charges across the screen), and it works as a counter-attack against normal attacks. Against characters with exceptional mobility or teleports, Zangief can run into trouble. Try to stay on the offensive and never give opponents a moment to regain control of the fight.



# 

Guile lost his best friend Charlie to the evil M. Bison and has sworn revenge against the maniacal dictator. Although his special moves are limited, many players still consider him to be one of the best characters in the game.



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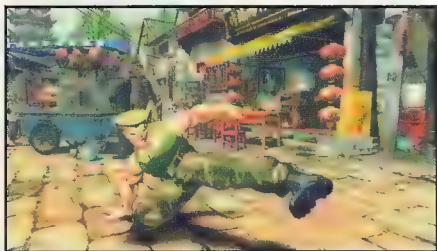
Attack Name	Attack Type	Command	Special Properties
Dragon Suplex	Normal Throw	→ + LP + LK	—
Judo Throw	Normal Throw	← + LP + LK	—
Flying Mare	Normal Throw	→ + LP + MK (in air)	Air Throw
Flying Buster Drop	Normal Throw	← + LP + LK (in air)	Air Throw
Straight Chop	Unique Attack	→ + MP	—
Spinning Back Knuckle	Unique Attack	→ + HP	—
Knee Bazooka	Unique Attack	← or → + LK	—
Rolling Sobat	Unique Attack	← or → + MK	—
Reverse Spin Kick	Unique Attack	← or → + HK (near opponent)	—
Guile High Kick	Unique Attack	↘ + HK	—
Sonic Boom	Special Move	Hold ←, → + P	EX Version
Flash Kick	Special Move	Hold ↓, ↑ + K	EX Version, Armor Break
Double Flash	Super Combo	Hold ↓, ↘, ↙ + K	—
Flash Explosion	Ultra Combo	Hold ↓, ↘, ↙ + KKK	—

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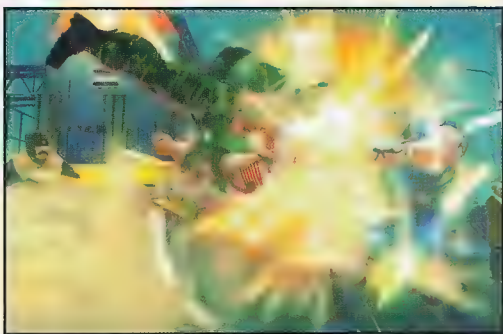
- Excellent defensive abilities
- Great anti-air options
- Sonic Boom is one of the best projectiles in the game

### 

- Only two special attacks
- Reliance on charged attacks limits gameplay options
- Super and Ultra Combos have short range and limited usefulness



Although Guile has just two special attacks, he can use them to create a nearly impenetrable wall of Sonic Booms and Flash Kicks that can keep opponents at a distance for most of the match. Spam Sonic Booms to keep your opponent pinned down, occasionally mixing in LP Sonic Booms and following behind them to land a throw or combo attack. The key to playing a defensive Guile is to mix his EX specials liberally into your game plan. The EX Sonic Boom is amazingly fast and will punish fireball spammers, since it hits twice and will get past normal projectiles and smack the opponent before he can recover. Against air attacks, the normal Flash Kick has good priority but will still trade hits a lot of the time. Fortunately, the EX version steps up the priority and hits twice for more damage. Since Guile's Super is tough to pull off and suffers from short range and limited usefulness, using the S.C. gauge solely for EX attacks is a good alternative.





# DHALSIM

Dhalsim has mastered his own body through yoga and meditation. He can stretch his limbs to extreme lengths as well as breath fire, teleport and become light as a feather to control his speed while in the air.



## Move List

Attack Name	Attack Type	Command	Special Properties
Yoga Smash	Normal Throw	→ + LP + LK	Tap P for additional hits
Yoga Throw	Normal Throw	← + LP + LK	—
Yoga Spear	Unique Attack	↓ + K (in air)	—
Yoga Mummy	Unique Attack	↓ + HP (in air)	—
Yoga Tower	Unique Attack	↓ + PPP	Avoids Projectiles
Yoga Fire	Special Move	↓ ↘ → + P	EX Version
Yoga Flame	Special Move	→ ↘ ↓ ↙ ← + P	EX Version, Armor Break
Yoga Blast	Special Move	→ ↘ ↓ ↙ ← + K	EX Version
Yoga Teleport	Special Move	→ ↓ ↘ ↓ or ← ↓ ↙ ← + PPP or KKK	Can be performed in air; direction of motion and buttons used determine direction and distance of teleport
Yoga Inferno	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Yoga Catastrophe	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	—

## Strengths

- Excellent mobility and avoidance thanks to Yoga Teleport and Yoga Tower
- Great defensive game
- Enough long-range attacks to keep your opponent on the other side of the screen for the whole match

## Weaknesses

- Extremely slow movement speed
- Takes higher-than-average damage when hit
- Anti-air options are limited



Dhalsim is able to put up a strong keep-away game with his fireballs and long-range kicks/punches. Throw out Yoga Blast to discourage jumping attacks, or simply Yoga Teleport out of harm's way. Keeping your opponent at a distance is the name of the game with Dhalsim. He moves slowly, so jumping backward while sticking out long-range punches is a good defensive option, with Yoga Teleport escapes whenever the opponent gets close. Use Yoga Tower to avoid taking block damage from projectiles. The Yoga Catastrophe creates a very slow-moving ball of fire that stays on the screen for several seconds. The best tactic to use with this Ultra—one that almost guarantees decent damage—is to immediately teleport to the other side of your opponent, trapping him between Dhalsim and the rolling fireball. From here, just throw out some attacks; unless your opponent is quick enough to jump out of the way, he'll get hit by something.



After being booted out of the professional boxing world for illegal conduct, Balrog found continued employment as bodyguard and enforcer to M. Bison. Anyone who wants to take down Bison will have to get past the mighty fists of Balrog.

#### MOVES LIST

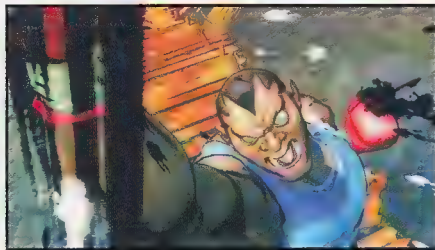
Attack Name	Attack Type	Command	Special Properties
Head Bomber	Normal Throw	→ + LP + LK	—
Lever Break	Normal Throw	← + LP + LK	—
Dash Straight	Special Move	Hold ←, → + P	EX Version
Dash Upper	Special Move	Hold ←, → + K	EX Version
Dash Low Straight	Special Move	Hold ←, ↘ + P	EX Version
Dash Low Smash	Special Move	Hold ←, ↘ + K	EX Version, Armor Break
Dash Swing Low	Special Move	Hold ←, ↘ + P (hold P)	EX Version, Armor Break
Buffalo Head	Special Move	Hold ↓, ↑ + P	EX Version
Turn Punch	Special Move	Hold PPP, release or Hold KKK, release	Armor Break, Avoids Projectiles
Crazy Buffalo	Super Combo	Hold ←, → ← → + P	Armor Break
Violent Buffalo	Ultra Combo	Hold ←, → ← → + PPP	Armor Break

#### Strengths

- Lots of attack options
- Great mix-up game with high and low-hitting dash attacks
- High damage

#### Weaknesses

- Reliance on charged moves limits movement options
- Lots of dashing attacks...and little else



Just about all of Balrog's special moves involve dashing forward with a high, low or overhead punch. The attack used determines both the distance of the dash and how quickly the punch comes out. LP and LK attacks don't go very far, but they hit almost as soon as the dash starts. HP and HK dashes travel across the screen, but don't stick out an attack until near the end. The Buffalo Head is Balrog's best anti-air option; it's also a good move to bring out as you rise from a knockdown. Balrog is all about a full-out offensive—mix up your high- and low-hitting dashes to keep your opponent blocking, and use the Turn Punch to get past projectiles. Like other charge-move characters, you'll want to hold ← (and probably either PPP or KKK to charge up a Turn Punch as well) while executing other attacks.



# VEGA

High-flying Vega believes that beauty is more important than anything else. He wears a protective mask over his face to preserve his good looks and uses his lethal claw to extend the range of his attacks and slash at his opponents.



## Move List

Attack Name	Attack Type	Command	Special Properties
Rainbow Suplex	Normal Throw	→ + LP + LK	—
Crescent Line	Normal Throw	← + LP + LK	—
Stardust Drop	Normal Throw	LP + MK (in air)	Air Throw
Piece of Mercury	Unique Attack	↘ + MK	—
Cosmic Heel	Unique Attack	↘ + HK	—
Back Slash	Unique Attack	PPP	—
Short Back Slash	Unique Attack	KKK	—
Wall Jump	Unique Attack	↗ (mid-jump near wall)	—
Rolling Crystal Flash	Special Move	Hold ←, → + P	EX Version
Scarlet Terror	Special Move	Hold ←, → + K	EX Version, Armor Break
Sky High Claw	Special Move	Hold ↓, ↑ + P	EX Version
Flying Barcelona Attack	Special Attack	Hold ↓, ↑ + K	EX Version, press P after Wall Jump for follow-up
Izuna Drop	Special Attack	← or → + P (after Flying Barcelona Attack, near opponent)	—
Remove Claw	Special Attack	→ ↓ ↘ ↙ + P	Uses half of S.C. Gauge, EX Version removes mask
Flying Barcelona Special	Super Combo	Hold ←, ↘ ↓ ↙ ↗ + K	Press P after wall jump for follow-up
Rolling Izuna Drop	Super Combo	← or → + P (after Flying Barcelona Special, near opponent)	—
Bloody High Claw	Ultra Combo	Hold ←, ↘ ↓ ↙ ↗ + KKK	Armor Break

## Strengths

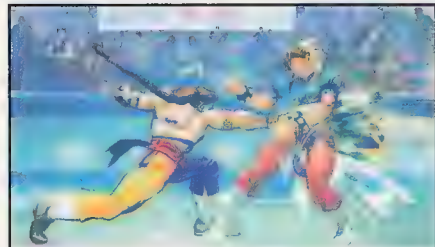
- Fast movement speed
- Good range on normal attacks
- Excellent mix of attacks

## Weaknesses

- Low damage
- Takes a lot of damage
- Claw can be knocked off, reducing range and damage



Use the range of Vega's regular attacks like MP to poke and harass your opponent while setting up for one of his special attacks. The Flying Barcelona Attack is tough to counter, since it causes Vega to move erratically around the screen before landing an attack. You can add to the confusion by varying your attack after the wall jump; tapping P causes a splash attack before landing, and holding ← or → + P will grab and throw your opponent. Because of his lack of anti-air attacks, it's a good idea to meet jumping opponents in midair and go for an air throw.



# SAGAT

The King of Muay Thai kick-boxing, Sagat has left M. Bison's criminal organization to continue his training. Sagat continues to fight in tournaments in the hopes that he will face Ryu, who left Sagat with a scar on his chest the last time they fought.



## Move List

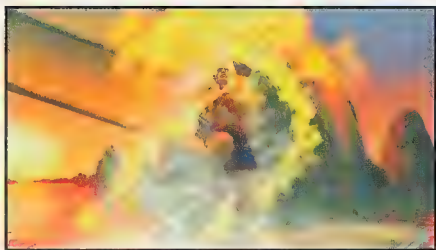
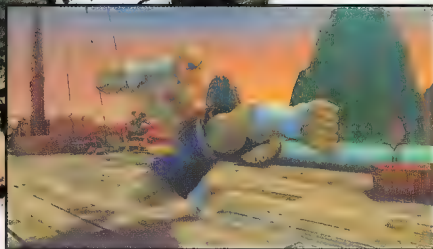
Attack Name	Attack Type	Command	Special Properties
Tiger Rage	Normal Throw	→ + LP + LK	—
Tiger Carry	Normal Throw	← + LP + LK	—
Heavy Tiger Elbow	Unique Attack	→ + HP	—
Low Step Kick	Unique Attack	→ + LK	—
High Step Kick	Unique Attack	→ + HK	—
Fake Kick	Unique Attack	HK (HK quickly as attack starts)	—
High Tiger Shot	Special Move	↓ ↘ → + P	EX Version
Low Tiger Shot	Special Move	↓ ↘ → + K	EX Version
Tiger Uppercut	Special Move	→ ↓ ↘ ↘ + P	EX Version
Tiger Knee Crush	Special Move	→ ↓ ↘ ↘ + K	EX Version, Armor Break
Tiger Genocide	Super Combo	↓ ↘ ↘ ↓ ↘ ↘ → + K	—
Tiger Destruction	Ultra Combo	↓ ↘ ↘ ↓ ↘ ↘ → + KKK	—

## Strengths

- Great defensive game
- Standing HK is incredibly powerful
- Good damage
- EX Tiger Uppercut has great priority

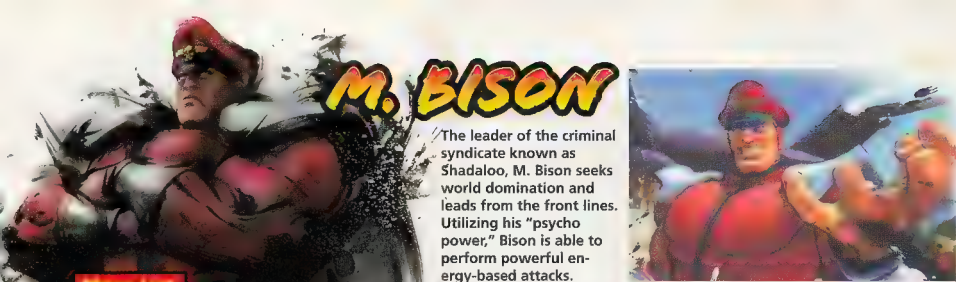
## Weaknesses

- Very slow movement speed
- Tiger Shots have lost some speed



Sagat can play the fireball/uppercut game better than almost any other character in the game. His mix-up low and high Tiger Shots gives him flexibility depending on the situation/opponent. Sagat has good anti-air priority with his standing HK, and his EX Tiger Uppercut will beat almost anything coming at you. Keep the pressure on with Tiger Shots and punish jumpers with anti-air attacks. You can afford to trade hits against jumpers, since Sagat does a lot of damage. Sagat's Super and Ultra have good juggle potential, especially in the corner.





The leader of the criminal syndicate known as Shadaloo, M. Bison seeks world domination and leads from the front lines. Utilizing his "psycho power," Bison is able to perform powerful energy-based attacks.



#### Move List

Attack Name	Attack Type	Command	Special Properties
Deadly Throw	Normal Throw	→ + LP + LK	—
Death Tower	Normal Throw	← + LP + LK	—
Hell Attack	Unique Attack	MP, → + MP (during angled jump)	—
Psycho Crusher	Special Move	Hold ←, → + P	EX Version, Armor Break
Double Knee Press	Special Move	Hold ←, ↘ + K	EX Version
Head Press	Special Move	Hold ↓, ↑ + K	EX Version
Somersault Skull Diver	Special Move	P (after Head Press)	EX Version
Devil Reverse	Special Move	Hold ↓, ↑ + P, P	EX Version
Bison Warp	Special Move	→ ↘ ↗ or ← ↙ ↖ + PPP or KKK	Direction and buttons used determine direction and distance of teleport
Knee Press Nightmare	Super Combo	Hold ←, → → → + K	—
Nightmare Booster	Ultra Combo	Hold ←, → → → + KKK	—

#### Strengths

- Good mix-up game
- EX attacks are exceptionally strong
- Good damage

#### Weaknesses

- Offense relies heavily on low damage pokes and flying attacks
- No really solid defensive or anti-air moves



Playing a strong M. Bison can be tricky. He's not a particularly defensive fighter, but he also doesn't have a lot of strong high-pressure offensive abilities. Rather, you'll want to mix up his very good crouching HK (a sliding trip with great range and surprise potential) with his Devil Reverse and Head Press air attacks. Like Vega, these high-flying moves are tough to counter because Bison moves erratically through the air. Bison's ground attacks (the Psycho Crusher and Double Knee Press) are risky; if blocked, they leave him wide open to retaliation. They're best used in situations where they'll be tough to guard against; e.g. when opponents are coming down from a jump. The EX versions do better damage and have much less startup and recovery time, ranking them among Bison's better attacks.

# CRIMSON VIPER

Crimson Viper fights in the tournament to test her experimental battlesuit, which incorporates flamethrowers and electricity generators. Augmenting her already formidable fighting skills, this lethal weaponry makes Viper a challenging opponent.



## Move List

Attack Name	Attack Type	Command	Special Properties
Ab Fitness	Normal Throw	→ + LP + LK	—
Temple Massage	Normal Throw	← + LP + LK	—
Viper Elbow	Unique Attack	→ + MP	—
Double Kick	Unique Attack	→ + HK	—
High Jump	Unique Attack	↓ (jump immediately after input)	—
Thunder Knuckle	Special Move	↓ ↓ ← + P (cancel with PP)	EX Version, Armor Break
Burning Kick	Special Move	↓ ↓ ← + K	EX Version, can use in air
Seismic Hammer	Special Move	→ ↓ ↓ → + P (cancel with PP)	EX Version
Emergency Combination	Super Combo	↓ ↓ ↓ ↓ ↓ → + P	—
Burst Time	Ultra Combo	↓ ↓ ↓ ↓ ↓ → + PPP	Armor Break

## Strengths

- Good movement speed
- Mix of attacks that hit high and low keeps opponent guessing
- Solid cross-up game

## Weaknesses

- Low damage
- Takes more damage than most characters



With C. Viper, you'll want to get a lot of use out of the Thunder Knuckle. It hits low with LP, connects high with MP and is an effective anti-air rising attack with HP. The EX version hits high, but does more damage and travels much further than the MP version of the attack. It's easy to combo into from her regular attacks and should be mixed up often to keep opponents on their toes. Viper's other go-to attack is the Burning Kick. It can be used anywhere—on the ground or in the air—and it has huge potential as a cross-up (i.e. an attack that starts on one side of the opponent but finishes on the other, making it difficult to block). Viper also benefits from a super jump, which lets her cross the entire screen against projectile-spammers very quickly. Her Super is an effective, big attack with good range, while her Ultra needs the opponent to be caught off-guard at close range to be effective, making it tough to pull off reliably.



# RUFUS

Rufus is angry that Ken Masters is the most recognized American fighter. He longs to prove that his own form of Kung Fu is superior and dreams of the day when he will challenge Ken to battle.



## Move List

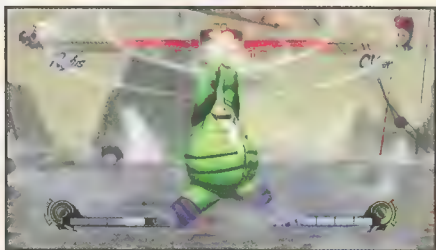
Attack Name	Attack Type	Command	Special Properties
Head Bazooka	Normal Throw	→ + LP + LK	—
Hand Machinegun	Normal Throw	← + LP + LK	—
Vulture Kick	Unique Attack	→ + MK	—
Fragrance Palm	Unique Attack	→ + HP	—
Falcon Kick	Unique Attack	↘ + MK (in air)	—
Messiah Kick	Special Move	↓ ↘ → + K	EX Version, follow with LK, MK or HK
Galactic Tornado	Special Move	↓ ↘ → + P	EX Version, Armor Break
Snake Strike	Special Move	→ ↓ ↘ → + P	EX Version
Spectacle Romance	Super Combo	↓ ↘ → ↓ ↘ → + P	Armor Break
Space Opera Symphony	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	Armor Break

## Strengths

- Despite his size, he's one of the fastest characters in the game
- Excellent close-range game
- Very good anti-air options

## Weaknesses

- Has a tough time at long range



Rufus can shut opponents down at close range, but has a hard time getting there against some fighters. At long range you can use Galactic Tornado to negate projectiles. Against jump-ins, the Snake Strike has terrific priority. Jump in with Falcon Kick into Galactic Tornado or Messiah Kick (or EX Messiah Kick when you have S.C. Gauge available). Once close, you can keep up the pressure by changing up the second attack out of Messiah Kick (each kick button hits at a different height). You can mix up your close game even further by scaring your opponent into a block (after taking an EX Messiah Kick or two, this won't be hard) and then jumping in and going for a throw.

# EL FUERTE

Luchador extraordinaire El Fuerte is fighting in the tournament to gather recipes from his many competitors around the world. When he's not flying high with his spectacular fighting style, El Fuerte can be found in the kitchen, whipping up his next culinary masterpiece.



## Move List

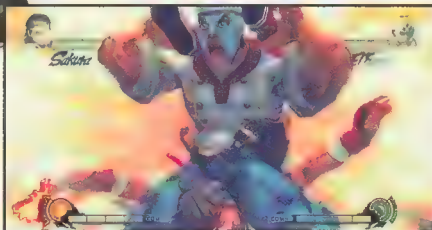
Attack Name	Attack Type	Command	Special Properties
Tepache Bomb	Normal Throw	→ + LP + LK	—
Chili Mexicano	Normal Throw	← + LP + LK	—
Sky Spressa Drop	Normal Throw	LP + LK (In air)	Air Throw
Wall Jump	Unique Attack	↗ (mid-jump near wall)	Follow up with: HP for Fajita Buster MP for Tostada Press
Shower Kick	Unique Attack	→ + MK	—
Habanero Dash	Special Move	↓ ↘ → + P	EX Version, follow up with: HP for Fajitas Buster MP for Tostada Press LP for Sudden Stop HK for Calamari Slide MK for Gordita Sobat LK for Back Step
Habanero Back Dash	Special Move	↓ ↙ ← + P	EX Version, follow up with: HP for Propeller Tortilla MP for Tostada Press LP for Sudden Stop LK, MK or HK for Picadillo Jump
Quesadilla Bomb	Special Move	Hold K, release	EX Version, Armor Break
Guacamole Leg Throw	Special Move	→ ↓ ↘ → + K	EX Version
El Fuerte Dynamite	Super Combo	↓ ↘ → ↓ ↘ → + K	—
El Fuerte Flying Giga Buster	Ultra Combo	↓ ↘ → ↓ ↘ → + KKK	—

## Strengths

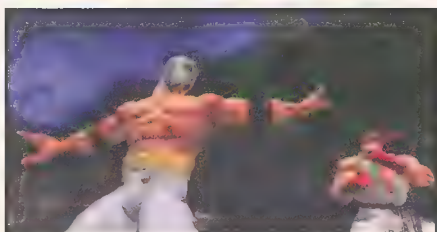
- The fastest character in the game
- Extremely strong air game
- Great mix-up game

## Weaknesses

- Low damage
- Takes a lot of damage when hit
- Very reliant on mix-up tactics



El Fuerte's game revolves heavily around the Habanero Dash. This extremely fast sprint can go in either direction and gives you a large array of attack options. It's also useful to close distance or get away from opponents, depending on your needs. El Fuerte is dominant in the air. You can use his air throw if you're jumping as well, or try the Guacamole Leg Throw from the ground. From Habanero Dash, the Tostada Press is a powerful knockdown attack. Keep your opponent guessing by mixing up your attacks out of the Habanero Dash. Keep a Kick button pressed to charge up the Quesadilla Bomb, a strong move against ground attacks and especially useful for shutting down Focus Attacks. Stay on the move and out of close range, since El Fuerte's attack options are limited unless he's got room to move around.





# ABEL

Rescued from a mysterious lab, with no recollection of his past, Abel begins to think that the criminal Shadaloo organization had been experimenting with him for unknown purposes. As he pieces together his fractured memory, Abel joins the tournament to confront his own past.



## Moves List

Attack Name	Attack Type	Command	Special Properties
Drop Throw	Normal Throw	→ + LP + LK	—
Pincer Throw	Normal Throw	← + LP + LK	—
Forward Kick	Unique Attack	→ + MK	—
Change of Direction	Special Move	↓ ↘ → + P	EX Version
Second Mid	Special Move	→ + P (during Change of Direction)	—
Second Low	Special Move	→ + K (during Change of Direction)	—
Finish Mid	Special Move	→ + P (after Second Mid or Second Low hit)	—
Finish Low	Special Move	→ + K (after Second Mid or Second Low hit)	—
Wheel Kick	Special Move	↓ ↘ ← + K	EX Version, Armor Break
Marseilles Roll	Special Move	↓ ↘ → + K	EX Version
Falling Sky	Special Move	→ ↓ ↘ → + P	EX Version
Tornado Throw	Special Move	→ ↘ ↘ ↘ ← + P	EX Version
Heartless	Super Combo	↓ ↘ → + P	Armor Break
Soulless	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	Armor Break

## Strengths

- Great variety of attacks
- Effective from any range
- Great Super and Ultra Combos

## Weaknesses

- Reliance on Marseilles Roll for projectile avoidance and cross-ups can get him thrown a lot



Abel has a very solid selection of moves and attacks that make him a very powerful fighter against just about any other character in the game. Much of his strategy revolves around his strong combo ability—Change of Direction is a three-hit combo, with the second and third strikes hitting automatically as long as the initial punch connects. Even better, Abel can combo out of the second hit into his Ultra and catch the opponent in midair. Use the Marseilles Roll to get behind opponents and pop out of the roll with a Tornado Throw. The latter is also a powerful option after being knocked down, punishing opponents who get too close for their follow-up attacks. You can also use it against downed opponents to grab them as they get up (many players will automatically go into a block after a knockdown to avoid low poking attacks). Falling Sky is an anti-air grab that you can use against jump-ins or after knocking the opponent into the air with a juggle attack (like crouching HP). His Ultra hits from a good distance and goes through projectiles, making Abel a nightmare for fireball spammers.



# SAKURA

Sakura has idolized Ryu ever since she saw him win a fighting tournament. She travels the world to enter the same competitions, hoping that Ryu will accept her as his student and teach her to perfect her fighting style.



Attack Name	Attack Type	Command	Special Properties
Sailor Shot	Normal Throw	→ + LP + LK	—
Choba Throw	Normal Throw	← + LP + LK	—
Flower Kick	Unique Attack	→ + MK	—
Hadoken	Special Move	↓ ↓ → + P (hold P to change effect)	EX Version
Shouoken	Special Move	→ ↓ ↓ → + P	EX Version
Shunpukyaku	Special Move	↓ ↓ ← + K	EX Version, Armor Break
Airborne Shunpukyaku	Special Move	↓ ↓ ← + K	EX Version
Buffalo Head	Special Move	Hold ↓, ↑ + P	EX Version
Sakura Otoshi	Special Move	→ ↓ ↓ → + K (press P up to three times for follow up attacks)	EX Version
Haru Ichiban	Super Combo	↓ ↓ ← ↓ ↓ ← + K	—
Haru Ranman	Ultra Combo	↓ ↓ ← ↓ ↓ ← + KKK	Armor Break

Strengths	Weaknesses
<ul style="list-style-type: none"> <li>• High mobility</li> <li>• Good mix of special moves</li> </ul>	<ul style="list-style-type: none"> <li>• Low damage</li> <li>• Plays like Ryu and Ken but lacks the power and priority of their attacks</li> </ul>



Sakura plays a lot like Ryu and Ken with added mobility. Her Hadoken doesn't travel across the entire screen and is pretty weak, but you can hold Punch to charge it up and turn it into a large short-range blast that's good against jumping attacks. Her dragon punch (Shouoken) has a running start and hits several times, and the EX version has good priority and damage. The Sakura Otoshi is a great counter to projectiles and hits up to three times for decent damage.





Dan continues to tweak and perfect his self-created Saikyo fighting style. He longs to prove what he alone knows—that Saikyo is the strongest style of all.



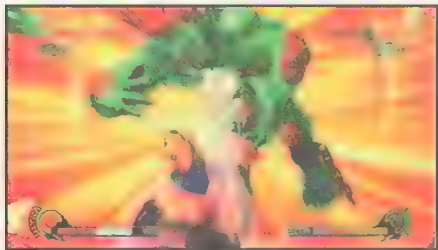
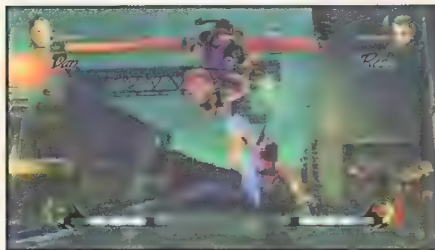
Attack Name	Attack Type	Command	Special Properties
Gado Thrust	Normal Throw	→ + LP + LK	—
Saikyo Haraigoshi	Normal Throw	← + LP + LK	—
Jumping Taunt	Unique Attack	HP + HK (in air)	—
Crouching Taunt	Unique Attack	↓ + HP + HK	—
Gadoken	Special Move	↓ ↘ → + P	EX Version
Koryuken	Special Move	→ ↓ ↘ → + P	EX Version
Dankukyaku	Special Move	↓ ↘ ← + K	EX Version, Armor Break
Airborne Dankukyaku	Special Move	↓ ↘ ← + K (in air)	EX Version
Turn Punch	Special Move	Hold PPP, release or Hold KKK, release	Armor Break, Avoids Projectiles
Hissho Buraiken	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Legendary Taunt	Super Combo	↓ ↘ → ↓ ↘ → + HP + HK	—
Shisso Buraiken	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	—

#### Strengths

- Not the worst version of Dan ever
- Koryuken and Dankukyaku have decent damage and priority
- Ultra Combo surprisingly does not suck

#### Weaknesses

- He's still Dan
- Extremely short range on many regular attacks and Gadoken



What can be said about Dan? He's still mostly a weak joke character, with laughably short range on many normal attacks, a fireball that goes nowhere and a high number of humorous but useless taunting moves. Dan's best moves are his Dankukyaku and Koryuken. The EX Dankukyaku is especially powerful, and although it lacks priority, the Koryuken is a decent anti-air attack. Dan's Ultra has decent range and damage as well. Although Dan's Legendary Taunt Super is useless by itself, you can cancel out of it and into his Ultra Combo to catch opponents by surprise. This probably won't ever work against an opponent who's paying attention, but you can deliver some ultimate humiliation if you pull it off in a match!

# ROSE

After being possessed by M. Bison, Rose discovered that the two share the same soul. Although Bison is evil and corrupt, Rose's soul is pure. Rose has vowed to locate and put an end to Bison's reign.



## Abilities

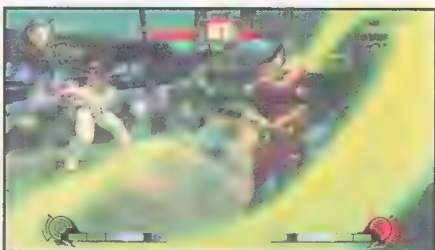
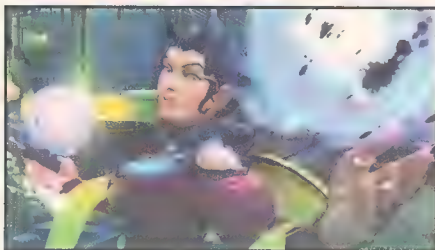
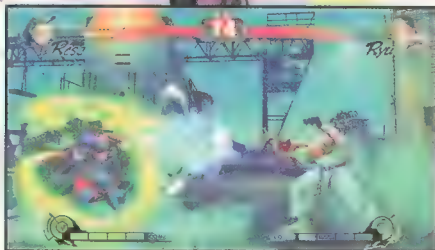
Attack Name	Attack Type	Command	Special Properties
Soul Fall	Normal Throw	→ + LP + LK	—
Soul Loop	Normal Throw	← + LP + LK	—
Slide	Unique Attack	↓ + MK	—
Soul Pledge	Unique Attack	→ + HK	—
Soul Spark	Special Move	← ↓ ↘ → + P	EX Version
Soul Spiral	Special Move	↓ ↘ → + K	EX Version, Armor Break
Soul Reflect	Special Move	↓ ↘ ← + P	EX Version
Soul Throw	Special Move	→ ↓ ↘ → + P	EX Version
Aura Soul Spark	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Illusion Spark	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	—

## Strengths

- Good defensive game
- Can reflect and absorb projectiles

## Weaknesses

- Weak offensive game



Rose has great defensive moves. Her Soul Reflect will absorb projectiles with LP (adding to her S.C. Gauge) and send them back at the opponent with MP and HP. Use the EX version of Soul Reflect against EX projectiles. Soul Throw is a powerful anti-air attack, and her Ultra Combo has good range and great priority against other attacks. Stay on defense with Rose and force your opponent to come to you. At close range, you can combo into Soul Spiral from a normal attack for decent damage. Keep the pressure on with Soul Sparks, then use Soul Throw if the opponent tries to jump in on you.



# GEN

Gen is a powerful martial artist who uses an assassination technique that targets vital points on his opponent's body. He switches between fighting styles depending on the situation to maximize his capabilities.



## Move List

Attack Name	Attack type	Command	Special Properties
Shuraku	Normal Throw	→ + LP + LK	—
Hazen	Normal Throw	← + LP + LK	—
Mantis Stance	Unique Attack	PPP	—
Crane Stance	Unique Attack	KKK	—
Hyakurenko (Mantis Stance)	Special Move	Tap P rapidly and repeatedly	EX Version, Armor Break
Gekiro (Mantis Stance)	Special Move	← ↓ ↘ + K (tap K for extra hits)	EX Version
Jyasen (Crane Stance)	Special Move	Hold ←, → + P	EX Version
Oga (Crane Stance)	Special Move	Hold ↓, ↑ + K	EX Version
Zan-ei (Mantis Stance)	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Jyakoha (Crane Stance)	Super Combo	↓ ↘ → ↓ ↘ → + K	—
Zetsuei (Mantis Stance)	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	—
Ryukoha (Crane Stance)	Ultra Combo	↓ ↘ → ↓ ↘ → + KKK	—

## Strengths

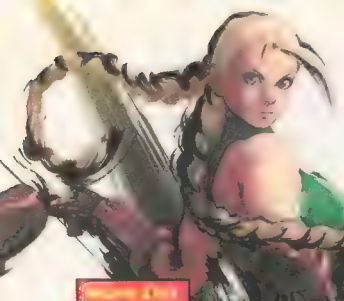
- Two fighting styles allow Gen to switch tactics based on range
- Strong Super and Ultra Combos

## Weaknesses

- Highly technical character
- Reliance on being in the correct stance to execute special moves can cause problems



Gen is a unique character in *SFIV* due to his ability to switch between two very different fighting styles. Learning to make the best use of each style—Mantis and Crane—is required to become proficient with Gen. Mantis style excels at close range. Use Hyakurenko to surprise enemies and push them away, and Gekiro as a combo finisher or anti-air attack. Crane style, by contrast, needs Gen to be at a distance from his opponent to get the most out of its attacks. In this stance, Gen plays like Vega, with charged rolling and leaping attacks that have good range and variable attack patterns that make him difficult to pin down. Master Gen's styles and you'll be a threat at any distance.



# CAMMY

After escaping from M. Bison's Shadaloo organization, Cammy joined the special forces Red Delta Team. With her knowledge of Bison's criminal empire, Cammy and Red Delta were able to defeat

Shadaloo. Now it seems that Bison is back, so Cammy once again has her sights set on defeating him permanently.



Attack Name	Attack Type	Command	Special Properties
Hooligan Suplex	Normal Throw	→ + LP + LK	—
Frankensteiner	Normal Throw	← + LP + LK	—
Flying Neck Breaker	Normal Throw	LP + LK (in air)	Air Throw
Cannon Spike	Special Move	→ ↓ ↘ → + K	EX Version
Spiral Arrow	Special Move	↓ ↘ → + K	EX Version
Quick Spin Knuckle	Special Move	→ ↓ ↘ ← ← + P	EX Version, Armor Break
Hooligan Combo	Special Move	← ↓ ↘ → ↘ + P	EX Version
Razor's Edge Slicer	Special Move	No input (after Hooligan Combo)	—
Fatal Leg Twister	Special Move	LP + LK (near opponent after Hooligan Combo)	—
Crossed Scissors	Special Move	LP + LK (in air, near opponent after Hooligan Combo)	—
Spin Drive Smasher	Super Combo	↓ ↘ → ↓ ↘ → + K	—
Gyro Drive Smasher	Ultra Combo	↓ ↘ → ↓ ↘ → + KKK	—

## Strengths

- Fast movement speed
- Strong anti-air attacks
- Good against projectile spammers

## Weaknesses

- Low damage
- Lots of moves leave her wide open if blocked

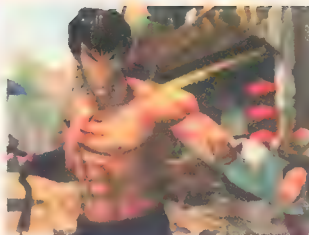


Cammy hasn't changed a lot since her last appearance. She's still got her assortment of fast, darting attacks like Spiral Arrow and Cannon Spike (which is good against jumping opponents). Both attacks can combo out of Cammy's regular hits pretty easily. Use Hooligan Combo to clear projectiles and either let it auto-attack or press LP + LK for a throw (depending on how the opponent reacts).





As a popular action movie star, Fei Long had everything he could dream of...except the glory of competing and winning in real martial arts battles. To make this dream a reality, Fei Long has left his career behind in order to prove his worth as a warrior in the tournament.



#### Move List

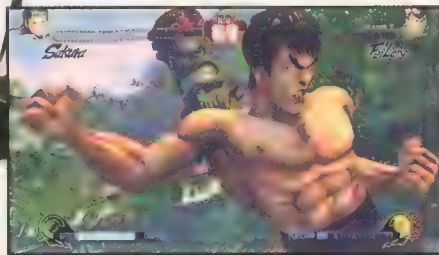
Attack Name	Attack Type	Command	Special Properties
Shushugai	Normal Throw	→ + LP + LK	—
Tenshou Tousaikyaku	Normal Throw	← + LP + LK	—
Chokkarakusho	Unique Attack	→ + MK	—
Engakisho	Unique Attack	→ + HK	—
Rekkaken	Special Move	↓ ↘ → + P	EX Version, can be performed three times in succession
Shienkyaku	Special Move	← ↓ ↙ ← + K	EX Version
Rekkukyaku	Special Move	↓ ↘ → ↗ + K	EX Version, Armor Break
Tenshin	Special Move	→ ↘ ↓ ↙ ← + K	EX Version
Rekkashinken	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Rekkashingeki	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	—

#### Strengths

- Fast movement and attack speed
- Solid combo attacks

#### Weaknesses

- Low damage
- Rekkaken has long recovery time if blocked



Fei Long excels at combos because so many of his normal punches and kicks come out very fast. He can combo into Rekkaken, which is ideal since he'll get punished if the opponent can block the first hit. If the first hit connects, you can input the command twice more for two free follow-ups. Use Shienkyaku as a wake-up attack (after being knocked down) or against jumping attacks. Fei Long's Super and Ultra Combos both have good distance and can be used against jumping opponents just before they land. Because of his speed and combo ability, staying on the offensive is a good tactic. If you lower the pressure against an opponent, you'll be forced to play defensively...and Fei Long isn't very well equipped for that.

# AKUMA

Having surpassed his humanity and become something more akin to demon than man, Akuma travels the world seeking warriors mighty enough to provide him with a challenge.



## Move List

Attack Name	Attack Type	Command	Special Properties
Goshaha	Normal Throw	→ + LP + LK	—
Syuretto	Normal Throw	← + LP + LK	—
Zugaihasatsu	Unique Attack	→ + MP	—
Tenmakujinkyaku	Unique Attack	↓ + MK (at top of forward jump)	—
Gohadoken	Special Move	↓ ↓ ↓ → + P	EX Version
Shakunetsu Hadoken	Special Move	→ ↓ ↓ ↓ ← + P	EX Version
Zanku Hadoken	Special Move	↓ ↓ ↓ → + P (in air)	EX Version
Goshoryuken	Special Move	→ ↓ ↓ ↓ → + P	EX Version
Tatsumaki Zankukyaku	Special Move	↓ ↓ ← + K	EX Version
Airborne Tatsumaki Zankukyaku	Special Move	↓, ←, ← + K (in air)	EX Version
Hyakkishu	Special Move	→ ↓ ↓ ↓ → + K	EX Version
Hyakki Gozan	Special Move	No input (after Hyakkishu)	—
Hyakki Goshō	Special Move	P (during Hyakkishu)	—
Hyakki Gojin	Special Move	K (during Hyakkishu)	—
Hyakki Gosai	Special Move	LP + LK (during Hyakkishu)	—
Ashura Senku	Special Move	→ ↓ ↓ ↓ or ← ↓ ↓ ← + PPP or KKK	Direction and buttons pressed determine direction and distance of teleport
Raging Demon	Super Combo	LP, LP, → + LK, HP	—
Wrath of the Raging Demon	Ultra Combo	LP, LP, ← + LK, HP	—

## Strengths

- Amazing variety of attacks
- Arguably the best Ultra Combo in the game

## Weaknesses

- Takes more damage than most characters when hit
- Dizzies easily



Akuma is truly a force to be reckoned with, and he's at his best when taking a heavily offensive approach to battle. He can keep the pressure on with constant fireballs, nailing jumping opponents with his Goshoryuken. Akuma is a terror in the air with his Zanku Hadoken. Jumping in for an attack with a fireball leading the way to trade hits against anti-air attacks...now that's a powerful tactic. Akuma needs to keep the pressure on his opponents, because he's got a glass jaw that shatters if you lose the upper hand. A couple of combos can cost Akuma a ton of health. Luckily, Akuma's Super and Ultra are both amazingly good. They're essentially the same attack, although the Ultra travels further and does more damage. Because these attacks begin with Akuma dashing forward and grabbing his opponent, they can't be blocked. The opponent needs to either jump out of the way or hit Akuma on his approach in order to avoid getting worked by these attacks. You can make this very difficult to do by following a jumping attack with a Super or Ultra (buffer the button presses in during the jump and tap HP as you land to instantly go into the grab). The Ultra does insane damage and can easily turn a match in your favor.



# GOUKEN

Believed to have been murdered by his brother Akuma, the legendary martial arts master Gouken has returned to the tournament. Although both Akuma and Gouken learned the same assassination techniques, Gouken deemed them too evil for use against human opponents, instead taking what he'd learned and using the power to imbue his style with more defensive abilities. He longs to face his corrupted brother and show him what he has learned in the time since they last met.



## Move List

Attack Name	Attack Type	Command	Special Properties
Raikotokyaku	Normal Throw	→ + LP + LK	—
Amaoroshi	Normal Throw	← + LP + LK	—
Sakotsukudaki	Unique Attack	→ + MP	—
Tenmakujinkyaku	Unique Attack	↓ + MK (at top of forward jump)	—
Gohadoken	Special Move	↓ → + P (hold P to charge)	EX Version
Senkugosho	Special Move	→ ↓ → + P	EX Version, Armor Break
Tatsumaki Gorasen	Special Move	↓ ← + K	EX Version
Airborne Tatsumaki Senpukyaku	Special Move	↓ ← + K (in air)	EX Version
Hyakkishu	Special Move	→ ↓ → + K	EX Version
Hyakki Gozan	Special Move	No input (after Hyakkishu)	—
Hyakki Goheki	Special Move	P (during Hyakkishu)	—
Hyakki Gojin	Special Move	K (during Hyakkishu)	—
Hyakki Gosai	Special Move	LP + LK (during Hyakkishu)	—
Kongoshin	Special Move	← ↓ ← + P or K	EX Version, Armor Break
Forbidden Shoryuken	Super Combo	↓ → ↓ → + P	Armor Break
Shin Shoryuken	Ultra Combo	↓ → ↓ → + PPP	Armor Break

## Strengths

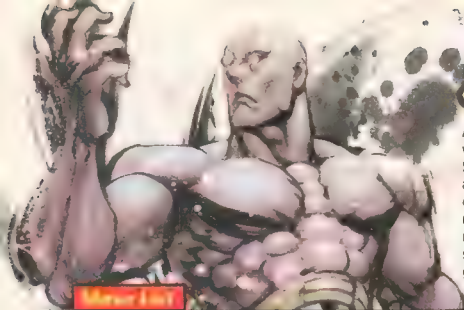
- He's a walking arsenal of attack options
- Formidable defensive game
- Outstanding juggle options

## Weaknesses

- Slow normal attacks
- Poor combo ability



Like Akuma, Gouken is an incredibly powerful fighter with a staggering amount of attack options. Where Akuma is meant to be played as an offensive beast, Gouken is best used defensively. He can put up a wall of fireballs, quite literally—the LP version of his Gohadoken travels straight, while the MP and HP versions are angled upward and make great anti-air projectiles. The EX Gohadoken fires out two projectiles in quick succession, one straight and one angled. This is very hard to avoid and can easily catch opponents who are expecting to jump over the first projectile. The Gohadoken also offers the ability to charge up the fireballs so they hit twice, making it quite possibly the best projectile in the game. Gouken's defensive strategy is grounded by his Kongoshin, a powerful counter that absorbs attacks (use P for high and mid attacks and K for low attacks) and blasts the opponent across the screen. He has the powerful ability to keep an opponent at range while mixing up Gohadoken fireballs to keep him pinned, and then counterattack and knock him back out of range if he does manage to get close. Although his Super and Ultra only hit at close range, Gouken has juggle options that let him combo into them for guaranteed hits! The best of these are his EX Senkugosho and his Amaoroshi throw, which does no damage but tosses the opponent into the air, setting Gouken up for whichever attack you have available.



# SETH

As the C.E.O. of the weapons corporation S.I.N., Seth uses himself as a test subject for the experimental techniques of trapping and replicating the fighting styles of the world's greatest warriors.



## Move List

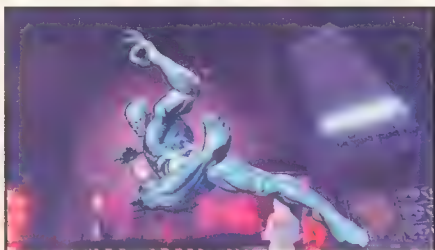
Attack Name	Attack Type	Command	Special Properties
Genocide Shot	Normal Throw	→ + LP + LK	—
Death Throw	Normal Throw	← + LP + LK	—
Yosokyaku	Unique Attack	↓ + MK (while jumping)	Can be performed three times in succession
Wall Jump	Unique Attack	↗ (mid-jump, near wall)	—
Tenmakujinkyaku	Unique Attack	↓ + MK (at top of forward jump)	—
Sonic Boom	Special Move	↓ ↘ → + P	EX Version
Shoryuken	Special Move	↓ ↘ → + P	EX Version, can be performed three times in succession
Hyakuretsukyaku	Special Move	↓ ↘ ← + K	EX Version, Armor Break
Tandem Engine	Special Move	↓ ↘ ← + P	EX Version, EX Version uses half of S.C. Gauge and has Armor Break
Spinning Piledriver	Special Move	↓ ↘ ↓ ← ← ↗ ↘ + P	EX Version
Yoga Teleport	Special Move	→ ↓ ↘ → or ← ↓ ↘ ← + PPP or KKK	—
Tandem Storm	Super Combo	↓ ↘ → ↓ ↘ → + P	—
Tandem Stream	Ultra Combo	↓ ↘ → ↓ ↘ → + PPP	Armor Break

## Strengths

- Wide variety of abilities
- Strong offensive and defensive games

## Weaknesses

- Slow movement
- Slow regular attacks



Seth is like a one-man "best of *Street Fighter's* special moves" compilation. Many of his normal attacks are straight out of various playbooks. He can head stomp like Chun-Li, stick out long-range jabs to rival Dhalsim, and he's got the notorious diving kick that made Akuma famous. In addition, Seth has a solid projectile in the Sonic Boom (and his version doesn't require charging), a triple-effect Shoryuken, a modified version of Zangief's Spinning Piledriver and the mobility of Dhalsim's Yoga Teleport. These "borrowed" abilities form the core of Seth's game plan, giving him the basics needed to play effectively at any range. Add to this the Tandem Engine special move, which draws opponents toward Seth and sets them up for a free attack, and Seth becomes more than just a copycat fighter. His other unique ability, the Hyakuretsukyaku starts as a standing kick with good reach—but if it hits, the opponent takes several unblockable hits and a knockdown. Follow up with a Tandem Engine to catch the opponent as he rises and then punish him with a Spinning Piledriver for big damage. Seth's repertoire of moves is rounded out by a very good Ultra Combo that hits from long distance.



# STREET FIGHTER Cover Gallery

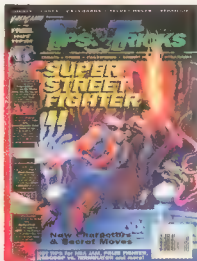
This month's issue marks the first time we've featured a *Street Fighter*-related game on the magazine's cover in over eight years. Prior to that shameful absence, though, *Street Fighter* games made regular appearances on the cover of *TIPS & TRICKS*. Here's a look back at all of our previous *Street Fighter* covers—including two issues of *VideoGames & Computer Entertainment*, the magazine that spawned *Tips & Tricks* in 1994!



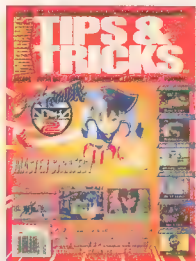
**VideoGames & Computer Entertainment**, June 1992  
*Street Fighter II* (Super NES)  
Check out the craptacular artwork of Blanka and Dhalsim! (Hey, it was the '90s; give us a break.)



**VideoGames & Computer Entertainment**, June 1993  
*Street Fighter II: Champion Edition* (Genesis)  
One of four goofy-looking *Champion Edition* covers; collect 'em all! (Did anybody actually buy all four?)



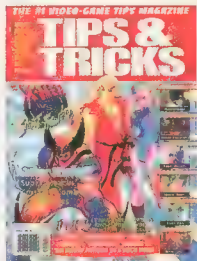
**Tips & Tricks**, Fall 1994  
*Super Street Fighter II* (Super NES)  
The second issue of *Tips & Tricks*! Somehow, *Super SF II* managed to sneak in between all of our *Mortal Kombat* covers.



**Tips & Tricks**, July 1996  
*Street Fighter Alpha 2* (Arcade)  
Sakura-chan's debut! Believe it or not, we used to feature arcade games on a regular basis. Ah, the good old days!



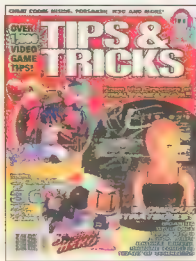
**Tips & Tricks**, August 1996  
*Street Fighter Alpha 2* (Arcade)  
We were the first to leak the "Evil Ryu" code in *Alpha 2*, back when people actually cared about such things.



**Tips & Tricks**, January 1997  
*X-Men vs. Street Fighter* (Arcade)  
It was really hard to get screen shots of arcade games back in the '90s; you have no idea what we had to go through.



**Tips & Tricks**, June 1997  
*Street Fighter III: New Generation* (Arcade)  
*SF III* hits the arcades! FINALLY. Can you believe it took 12 years for Capcom to learn how to count to four?



**Tips & Tricks**, September 1998  
*Pocket Fighter* (PlayStation)  
*Pocket Fighter* shared this cover with two lesser games (*Parasite Eve* and *Bombman Hero*), but it still counts.



**Tips & Tricks**, April 1999  
*Street Fighter Alpha 3* (PlayStation)  
The PlayStation version of *Alpha 3* followed the coin-op closely enough to make the cover of our 50th issue.



**Tips & Tricks**, August 2000  
*Marvel vs. Capcom 2* (Dreamcast)  
Akuma and Chun-Li represented the *Street Fighter* bloodline when *Marvel vs. Capcom 2* made the cover of issue #66.



**Tips & Tricks**, November 2000  
*Capcom vs. SNK* (Dreamcast)  
When *Capcom's* world warriors met the Neo-Geo all-stars, the Dreamcast was the system of choice for fighting-game fans.



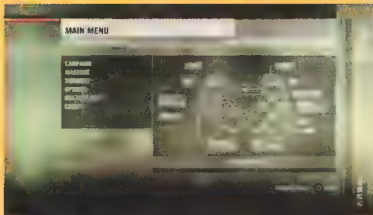
**Tips & Tricks** Codebook, May/June 2009  
*Street Fighter IV* (Xbox 360/PlayStation 3)  
Welcome home, Ryu and company! Let's hope we don't have to wait another decade to do this again, eh?

# KILLZONE® 2

**A**fter years of hype and anticipation, patience has finally paid off for PS3 owners with the arrival of *Killzone 2*! Join Sergeant First Class Sevchenko and his band of battle-hardened brutes as they storm the enemy home-world of Helghan. It's the ISA's (International Strategic Alliance) final desperate mission to capture Emperor Visari and halt the Helghast war machine once and for all!

## GAMEPLAY TIPS

*Killzone 2* is a pretty challenging FPS (first-person shooter) game, even at the easy "Recruit" setting. Veteran players may even want to start on the regular "Trooper" setting. Whether you play at the lower or higher difficulty, keep these tips in mind as you progress through the game.



- If you're used to a *Halo*-style control scheme, try the "Alternate 2" button mapping in the Controls option.
- Always press **Up** on the D-pad to show an Objective marker if you get lost. The waypoint marker cannot be called up during heavy combat, so make sure the area is clear of enemies first.
- Your squad mates are marginal shooters at best, so you're going to have to pick up a lot of the slack. Don't expect them to cover you too much during combat, either.
- Always "cook" your grenades before tossing them. This is done by holding down the Grenade button just a bit longer before you release it. If you hold it too long, it'll go off in your hand...so be careful! When you "cook" a grenade, enemies won't have time to take cover when they see it.
- Missiles can be shot in midair as soon as they leave a rocket launcher barrel. If you time the shot right, you can set off an explosion and take out nearby enemies. It's also a good way to counter any oncoming missiles.
- Looking for Helghan symbols and Intel will be much easier after you've completed the game once.
- If you find the loading screen to be a bit long and boring, you can move the Sixaxis Controller around to "tilt" the 3-D picture.

## CAMPAIGN WALKTHROUGH

### Corinth River



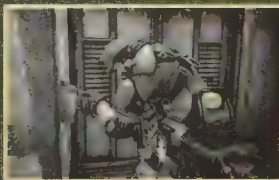
Get close with Echo Squad and take out the gunners on the bridge. Click the R3 button to bring

up your gunsight and shoot the enemy snipers. Enemies will drop dead.

When you get pinned down in the next area, go to the right side near the dead soldiers and pick up a grenade launcher. After clearing out the enemies



that come out from the APCs, head to the right. Garza will boost you up to the lift.



An extended battle will break out in the warehouse. Use grenades and shoot various explosive barrels (red objects) to clear them out. While Garza hacks the control box, you must

send off more Helghast troops. If you can't see them, be close until after you kill them all!

After taking care of the goons across in the other tower, grab the floodgate wheel and turn it counterclockwise. More enemies will be waiting for you as you head out.





## Continuum River *continued*

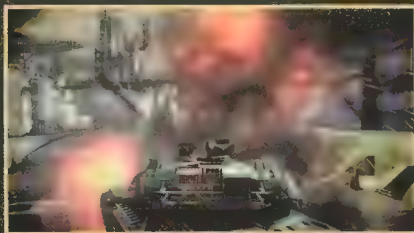
The convoy below will get ambushed while you clear out the enemies on higher ground. Kill the Hig using the MG, then man the weapon to help your squad below. The game will point out the first Helghan symbol on the wall as you follow Garza down the stairs—shoot it for a bonus. Another Helghan symbol can be found after clearing out the enemies in Storm Drain 11:84C. You can see it behind a fence in one of the hallways.



One of the tanks in the convoy will stall and come under fire below. Take out the RPG soldiers and MG nests on the towers as quickly as possible or this area may get tough. You can use the MG to destroy the enemy tank below. In the second tower, Garza will point out a ladder for you to climb down. Grab the VC9 Missile Launcher and take out the second enemy tank. Later, the tank driver on your own team will go down and you will be ordered to drive the tank. Shoot tank rockets at the third tank and take out the RPG units on the towers. Once the base has been laid to waste, the first mission will be over.



After your hovercraft friends get shot down, run over to the MG and take out all hostiles in the building. When you're done clearing out the crash sight, pick up the rocket launcher and blast the cracked door. After you get an urgent call from Sarge, Garza will head up the stairs. An Intel document can be found under the stairs.



**Heavy Boss**—When the Heavy comes lumbering up with his machine gun, aim and shoot at his big dome head. After a few hits, he will turn around and expose his back. Shoot at the glowing red tanks strapped on his back before he turns around again. He's pretty slow at rearming his gun, so you can get up pretty close. Repeat the pattern until he explodes. Turn the wheel on the left side to continue.



## Escape Mission

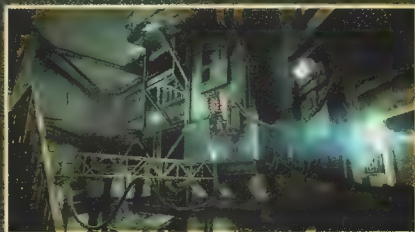
Don't worry about the fight ahead. Just walk up to the soldiers who are studying the map. After receiving instructions from Nanville, follow Garza to the door on the right. Set the D-charge by tilting the Sixaxis controller to the left and right (match the red lights). Make sure you step away from the door before you blow it open.



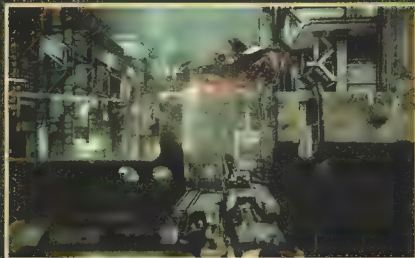
After going up the elevator, cross the bridge and ignore the enemies below. 6th Division will meet you on the other side. Take out the guards near the Arc Tower and use your way-point marker to find the control box. Press the button and the tower will open up, revealing two power cells. You'll need to shoot the cells before the tower closes again. Garza will be doing his best to fend off reinforcements, but you'll have to pick up the slack while the tower is closed. He'll tell you when the tower opens up again (the button will be disabled). Each cell takes about a full clip to destroy, so make sure you have your weapon reloaded when the tower opens up.

## Visari Square

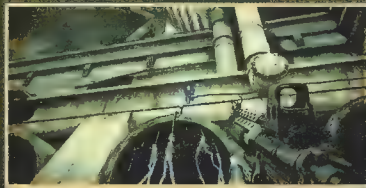
Split from Garza and head down onto the streets where a shootout takes place. Look high up on the left side of the opposite building and you will see a Helghan symbol. Enter the building and go upstairs. You can find a Helghan symbol through a half-open door in one of the rooms. Use your Objective marker to navigate through this building; it can get a bit confusing in here. Once you drop down to the lower level through a hole in the floor, you will reach the next checkpoint. An Intel case will be lying on the floor.



As soon as you meet up with Alpha squad, Red-eyes will make an assault. Stay down in the mini-bunker. After Rico struggles with the door lock, another wave will arrive by airship. There will be another attempt at the door, then enemies will come from all directions. Note the M224-A1 LMG in the gun rack by the steps (this area is also a great flanking point). A tank will eventually arrive and drop off the final wave. The door will finally open when Garza shows up.



Once all is clear, another wave will come from behind in the direction of the cable car. Later, two Heavies will arrive on the front side. You can take care of one of them pretty easily with the MG, but you'll have to fight the other guy normally if he moves out of range.



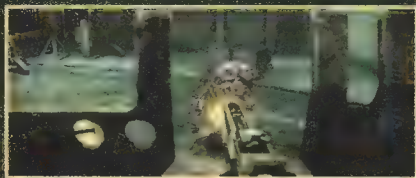
Watch for the VC1 Flamethrower on the gun rack as you climb the stairs. Note that the flame shoots out in an arc, so aim high to reach distant enemies. Make your way up the building and rendezvous with Garza. You can find an Intel file in the room where the enemies burst through the wall.



In the Malik Back Alleys, you will come across a door that's protected by an electric current. Follow the cord and shoot the fuse box with the blue light to disable it. You can also spot a Helghan Symbol on the wall to the left of the fuse box. Another Helghan symbol can be found on the wall if you explore across the barbed wire bridge before going down the ladder.

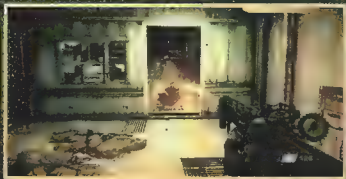


While Garza and Natko are arguing in the kitchen, you can find another Intel package lying right next to them. Outside in The Square, Alpha team will land and join you in battle. Clear out the area, then take position at the MG. Mow down the Higs as they come out of the buildings; here you'll have a good chance to earn the "Run and Gunner" P53 Trophy by killing three Helghasts with one machine gun burst. Several reinforcements will arrive by tank, by air and on foot; unfortunately, the MG cannot destroy vehicles during this battle.



## Salamun District

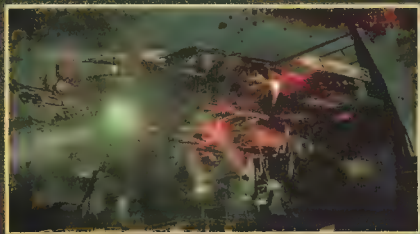
Shoot the box above the electric currents before proceeding through the sewer pipe. Note the Helghan symbol across on the other wall as you exit the pipe. Be careful as you infiltrate the enemy base; it's easy to fall down from the rafters and there are many red laser traps set at foot level.



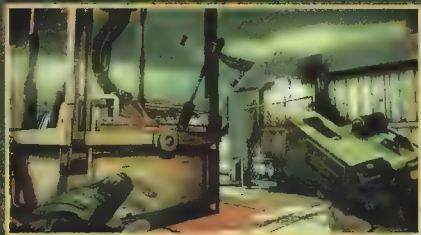


## Salamun Bay

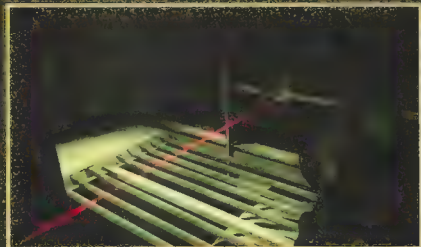
Ambush the enemies by the artillery units in the Dushary Landing Bay, then set the D-charge the same way you did before (by aligning the red lights). After the second artillery unit is destroyed, the convoy will be able to move ahead.



Watch for more laser traps as you head through the sewer. Rather than shooting the traps, throw a grenade and keep your distance from the explosion. Another flamethrower can be found just before you pass through the next set of traps and into the battlefield. Grab the MG and shoot the enemies beyond the barbed wire to help out the convoy. Garza will then tell you to set a D-charge on the door.



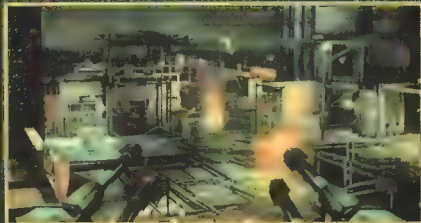
A dropship filled with elites will pour out into the Shanties. A second wave will bring two soldiers with rocket launchers, so make sure you take them out early. After you clear this area out, Garza will give you a boost up to the ledge.



Inside the substation, Garza will tell you to set four charges on the main pillars on the second floor. Resistance will become heavy as you try to set the last charge, but Garza will hold them back. Make sure you exit the building before you hit the trigger!

## Salamun Bridge

As you move across the bridge, the rigs will raise the bridge and block the other half. After clearing out the area and the MG nests, you'll join a small team and leave the bridge to scout the area. You can find an M327 Grenade Launcher in the gun rack when you approach the enemy AA Gun unit. Remember, you can use the Zoom button while using the AA Gun to get a better look at the enemies ahead.



After you lower the bridge, Garza will rejoin you. Assault the second half of the bridge, and watch out for the RPG units in the towers. After a short cutscene, you will be at the entrance to the Academy. Note the Helghan symbol high above the main entrance. Multiple enemies will ambush your squad and shoot rockets when you enter the next room (notice another Helghan symbol just above the locked door). If you go back out the door and climb the stairs, you can catch the enemies on the second floor by surprise (the doors will unlock when the ambush begins).

*continued*

## Baldurion Bridge

An Intel folder can be found in Rader's office on his desk. Grab it before the ATAC cutscene or you won't see it again.



**ATAC Boss**—As soon as the battle starts, grab the Missile Launcher and go down to the lower level of the platform. You'll find a bunker tunnel underneath to protect yourself. Shoot the blue coils on either side of the building when the ATAC flies right over them; this will stun the aircraft, allowing you to fire a couple of rockets without it escaping. You will need to go up to the roof at some point to grab more rockets, but try to stay inside the tunnel and coax the ATAC toward the blue coils. The ATAC will expire after taking damage from about six rockets.

## Suljeva Village

At the start, you can find a Helghan symbol if you look under the bridge. Enter the elevator with Rico and take it down to the ground level. After scouting around, you will encounter a locked door. Keep following Rico through the village and into an abandoned shack. Look for a VC21 Boltgun in the gun rack by the dead scout team; it's one of the most powerful weapons in the game! An Intel file can also be found on the floor here. Hit the switch on the wall and get ready to battle the enemies outside. Some of them will also be carrying the Boltgun, so beware.



Snipers will be waiting for you when you head outside. Watch for their red laser sights and use the Boltgun to take them out. When you finally wipe out all the soldiers, enter the building and you will find a Helghan symbol directly ahead. Since the control booth is inoperable, you will need to go to the antenna and activate it manually. Avoid the ATAC as you approach the wheel.



Take the left ramp when you go down into the maintenance facility and you will find a Helghan symbol above. The Petrusite containers are highly volatile in this area. The large black spiders are also filled with Petrusite and will explode when they die, so use caution.



As you head back to Alpha Squad, more enemies will stand in your way. Unfortunately, Alpha Squad will be captured as you approach them. When you reach the train platform, several enemies will be carrying RPGs. Clear out the station to end this chapter.



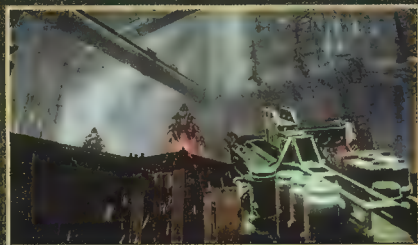
## Threats & Rewards



An enemy tank will come up ahead. Grenades may not be the best option here, because the strong winds can blow them back in your direction. Pick up the Missile Launcher in the rack and take out the tank. When you get to the fence, give Rico a boost and then you'll be on your own. You'll see a Helghan symbol affixed to the side of the train just before you leave the platform area. In the Lower Refinery Complex, use the waypoint marker to locate the fuse box; destroy it to disable the electric currents. Clear out the enemies and get on the lift to go down.



Several enemies will take aim at you as you ride the "bucket" on the conveyor belt. Keep an eye out for explosive containers to take care of multiple foes. Rico will warn you of the electricity field up ahead. Use the waypoint marker to find the fuse box and shoot it before you get fried.



Another set of Sentry Bots will arrive after you reunite with your team. Get up to the higher floors so you can take care of the enemies above while shooting down the bots. At the top, push the button in the control booth to lower the lift for Evelyn and Garza. Fend off the enemies at the Landing Zone until Evelyn and Garza arrive. Enter the Comms tower with Evelyn and grab the sniper rifle at the top. Fend off the enemies below while Evelyn uses the radio. Once the LZ is cleared, rejoin the team.

You'll start with just the pistol here, so secure a decent weapon as soon as possible. Fortunately, there's a Boltgun sitting in a rack to the left of the resting tank. Back on the outside portion of the train, get on the gun turret of the resting tank and mow down the oncoming enemies. Use the explosive barrels and Petrusite containers to your advantage.



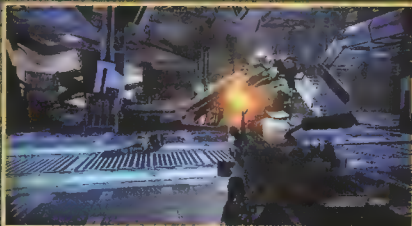
**ArcTrooper Boss**—Look out overhead for the transport containers moving across the ceiling. Lure the boss close to one of them and then shoot it down. He will become stunned from the Petrusite discharge, revealing the three red tanks on his back. Shoot them before he recollects himself. Make sure you pick up his VCS Electricity Gun when you defeat him. Since it has infinite recharge capability (it "reloads" by harnessing the electricity in the environment), you might as well hold on to it as long as you can.



Sentry Bots will be deployed when you arrive at the bridge. These are not nearly as deadly as the ATAC, but they can come in numbers. If you move slowly through this area, they will arrive in twos and be easier to handle. If you move too fast, on the other hand, you will soon get swarmed. Make it to the other side and ride the lift.

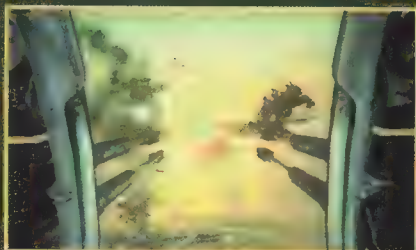


## The Gun



When manning the AA Gun, don't bother shooting the bigger aircraft, just make sure you clear the airspace of all the leech pods in your radar (the red highlighted craft). The evacuation process will begin as soon as some of the airspace has cleared, so make sure you don't shoot your own soldiers (blue highlighted craft). Shoot as many enemy aircraft down before the AA Gun runs out of ammo.

Take the lift upstairs and report to the Bridge. Obviously, since this is your ship, there are no Helghan symbols to be found here. Colonel Templar will order you to defend the gun deck. The deck will have a variety of enemies including Sentry Bots, flamethrower soldiers and a Heavy. Use the M224-A1 LMG as much as possible; you can find them on gun racks throughout the deck.

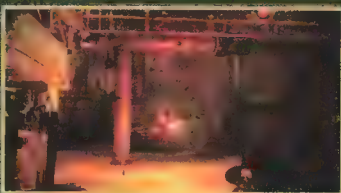
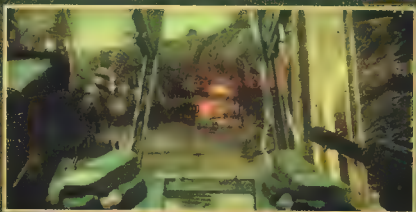


Take the lift down with Natko and head for the evacuation area. Some enemies will manage to jump aboard, so keep your guard up. You'll meet lots of resistance along the way as usual. The sole Intel file on this level can be found in the Emergency Stairwell C area, on the upper deck that leads to the EXO suit hangar (just past the gun rack with the M82 rifle). When you reach the hangar, an extended cutscene will play.



## Maelstra Barrens

When it's time to rock in the EXO suit, this arena looks as routine, so have fun and test out your guns and rockets on the barrels at the start. The machine gun can overheat, but you can keep track of this by watching the glow of the barrel. The EXO can also regenerate health when you're not being attacked (just like when on foot). If you hear the alarm going off, it means you're on the verge of detonating. RPG fire is especially crippling to the EXO, so avoid them at all costs.

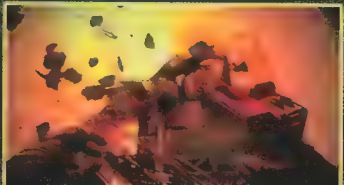


A couple of Heavies will be patrolling the area, so stay ready. After the towers are destroyed, push forward through the defenses and get on the elevator with Rico. Forget the ATACs and keep sprinting across the bridge to the other side (look for a Helghast symbol on the wall to the left when you enter). Inside the courtyard, take the left or right side instead of heading straight through the middle. The key is to always keep pushing forward, because the enemies are essentially trying to drive you back.

## Visari Palace

The tank ahead on the bridge cannot be destroyed, so take the stairs to the right and go around. Run up the right side to flank the MG nests that are pinning down your squad. Go through the bunkers and a Big Armor tank will appear on the other side. Grab the Missile Launcher on the rack and take it out.

Set four D-charges on the consoles inside of each tower. A





## Visari Palace *continued*



When the ATAC shows up in front of your squad, go ahead and grab the LMG and blast him away; for some reason it doesn't put up much of a fight here. The Grenade Launcher is perfect for pushing toward the palace entrance, and you won't have to look very far to find more ammo for it.



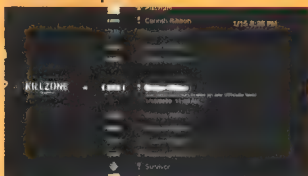
**Radec Boss**—Radec doesn't put up much of a fight, but his warping capabilities make him hard to shoot. Listen to his voice—he can't stop talking!—to pinpoint his location. Sometimes Rico will be able to find him and fire in Radec's general direction. Note that Radec's powers will start to decrease the more damage he takes, making him easier to find. Keep moving, but try to stay close to Rico for extra fire support. Also, make sure you reload your weapon whenever you get a chance, because Radec will charge you with his knife every now and then. When Radec takes enough damage, he will retreat up onto the far balcony. Stay in cover and aim from afar to finally take him down.



If you beat the game at any difficulty setting, you will unlock the Elite difficulty.

## PS3 TROPHIES

### Bronze Trophies



**Corinth Ribbon**—Complete Corinth River at any difficulty level  
**Blood Ribbon**—Complete Blood Meridian at any difficulty level  
**Visari Ribbon**—Complete Visari Square at any difficulty level  
**Salamun Ribbon**—Complete Salamun District at any difficulty level

**Bridge Ribbon**—Complete Salamun Bridge at any difficulty level  
**Suljeva Ribbon**—Complete Suljeva Village at any difficulty level  
**Tharsis Ribbon**—Complete Tharsis Refinery at any difficulty level  
**Cruiser Ribbon**—Complete The Cruiser at any difficulty level  
**Popcorn Ribbon**—Watch all *Killzone 2* cutscenes  
**Pallbearer**—Kill 200 Helghast soldiers  
**Undertaker**—Kill 200 Helghast soldiers  
**Reaper**—Kill 1,000 Helghast soldiers  
**Field Agent**—Collect all Intel within the game  
**Iconoclast**—Destroy all Helghast symbols in the game  
**Untouchable**—Complete all missions at any difficulty level without dying  
**Babysitter**—Revive your buddies a total of 25 times  
**Safari Hunter**—Kill one of each enemy type with a melee attack  
**Killing Spree**—Kill five Helghast in 15 seconds while maintaining at least 85% health  
**Bullet Counter**—Manually reload your weapon 150 times  
**Safety First**—Shoot off 100 Helghast helmets during battle  
**Berserker**—Kill 25 Helghast using melee attacks  
**Barrel of Death**—Kill two Helghast at once using an explosive barrel  
**Professional**—Get three headshots in a row using the M4 Revolver  
**Fragmerchant**—Kill three Helghast at once using a single frag grenade  
**Fragmartyr**—Kill two Helghast while taking your own life with a single frag grenade  
**Melonpopper**—Get 15 headshots using the PR-6 sniper rifle  
**Blade Runner**—Kill 10 Helghast using the knife  
**Run and Gunner**—Kill three Helghast using an M82 or StA52 assault rifle with one burst  
**Defensive Fighter**—Kill 30 Helghast using the StA3 or M10 Twin  
**Valor Medal**—Achieve weekly online honor rank #2  
**Valor Citation**—Achieve weekly online honor rank #1  
**Cross-Training Ribbon**—Acquire all badge-specific medals  
**Veteran Ribbon**—Acquire all mission-specific medals  
**Expert Ribbon**—Acquire all combat-specific medals  
**Wargod Ribbon**—Acquire all remaining medals  
**Blitzkrieg Ribbon**—Win 50 online matches

### Secret Bronze Trophies



**Elementalslayer**—Kill the Tharsis Refinery ArcTrooper in under one minute and 30 seconds  
**Giantslayer**—Kill the Blood Meridian Heavy in under one minute  
**Dragonslayer**—Kill the Salamun Bridge ATAC in under one minute and 30 seconds

**Demonslayer**—Kill Radec at Visari Palace within 20 minutes  
**Stick Around**—Nail 20 Helghast to a wall using the Boltgun VC-21  
**Master Conductor**—Electrocute three Helghast with a single burst from the Electricity Gun  
**Can Opener**—Destroy a Helghast APC  
**Spare Parts**—Destroy all Leech Pods in The Cruiser  
**Treadhead**—Kill 30 Helghast with the tank  
**Mechspert**—Stomp 20 Helghast with the EXO suit

### Silver Trophies

**Maelstra Ribbon**—Complete Maelstra Barrens at any difficulty level  
**Survivor**—Complete all missions at any difficulty level  
**Valor Cross**—Achieve weekly online honor rank #3

### Gold Trophies

**Heroic Survivor**—Complete all missions at the Elite difficulty level  
**Career Ribbon**—Achieve an online rank of General  
**Valor Grand Cross**—Achieve weekly online honor rank #4

# wii tips

**NOTE:** When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing Up on the D-pad when the Wii Remote is vertical is not the same as pressing Up when it's horizontal, because the D-pad is rotated along with the controller.

## ALIEN SOLDIER (Virtual Console)

### Easy Level Passwords

1985—Stage 1	1930—Stage 13
3698—Stage 2	2623—Stage 14
0257—Stage 3	6385—Stage 15
3745—Stage 4	7749—Stage 16
7551—Stage 5	3278—Stage 17
8790—Stage 6	1039—Stage 18
5196—Stage 7	9002—Stage 19
4569—Stage 8	2878—Stage 20
8091—Stage 9	3894—Stage 21
8316—Stage 10	4913—Stage 22
6402—Stage 11	7406—Stage 24
9874—Stage 12	5289—Stage 25

## ALTERED BEAST (Virtual Console)

### Continue

When you run out of lives and the game ends, wait for the title screen to appear, hold A on the Wii Remote (Y on the Classic Controller or B on the GameCube controller) and press  $\star$  or START to continue at the stage where you died.



### Beast Select

At the title screen, point the D-pad in the Down/Left position, hold A + 1 + 2 on the Wii Remote (Y + B + A on the Classic Controller or B + A + X on the GameCube controller) and press  $\star$  or START. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

### Stage Select + Cheat Menu

At the title screen, hold 1 on the Wii Remote (B on the Classic Controller or A on the GameCube controller) and press  $\star$  or START. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press  $\star$  or START, when the title screen appears, hold A on the Wii Remote (Y on the Classic Controller or B on the GameCube controller) and press  $\star$  or START to warp to the chosen stage.

### Sound Test

At the title screen, point the D-pad in the Up/Right position, hold A + 2 on the Wii Remote (Y + A on the Classic Controller or B + X on the GameCube controller) and press  $\star$  or START.

## AVATAR: THE LAST AIRBENDER

### Cheat Codes

Choose "Extras" from the main menu, then select "Code Entry" and enter any of the following codes:

9 4 6 7 7—Unlimited Health
2 4 4 6 3—Unlimited Hit
2 3 6 3 7—Unlimited Cop- per
3 4 7 4 3—Double damage
5 3 4 6 7—Neverending stealth
5 6 4 1 1—1-hit disonor
9 7 8 3 1—Unlock the Character Concept Art Gallery
3 7 4 3 7—Unlock all Treasure Maps



## AVATAR: THE LAST AIRBENDER THE BURNING EARTH

### Passwords

From the main menu, select the left arrow, then choose "Code Entry" and input the following passwords:

6 5 0 4 9—Unlock Unlimited Health
6 6 2 0 6—Unlock Unlimited Special Attacks
8 9 1 2 1—Unlock Max. Level

2 8 2 6 0—Unlock 1 Hit Dishonor
9 0 2 1 0—Unlock Double Damage
9 8 0 1 1—Unlock all Bonus Games
8 5 0 6 1—Unlock all Gallery Items



## BARNYARD

### Cheat Codes

Hold C + Z on the Nunchuk at the main menu and enter the following codes using the D-pad of the Wii Remote:

Unlock all Bonus items—Up, Right, Down, Left, Left, Down, Right, Up  
Unlock all Antics—Up, Left, Down, Right, Right, Down, Left, Up

### More Cheat Codes

At any time during gameplay, hold C + Z on the Nunchuk and enter the following codes using the D-pad of the Wii Remote:

Earn 9,999 Gopher Bucks—Down, Down, Left, Left, Left, Left, Up  
Earn all Knapsack and Flower Pack items—Down, Down, Up, Right, Left, Left, Right, Up

## BATTLE LODGE RUNNER (Virtual Console)

### Puzzle Mode Passwords

F F B—Start at Level 61 with infinite lives
4 4 X F H L Q T Y P—Start at Level 60
X Y H 4 U V K 6 X J—Start at Level 70
B 4 V T 8 L G Q L Z—Start at Level 80
V X U X U P W L 3 X—Start at Level 90
R 6 3 M 2 T X 8 U 4—Start at Level 100
R X 5 7 3 6 Y J H Y—Start at Level 101

## BLAZING ANGELS: SQUADRONS OF WWII

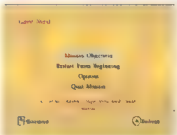
### Main Menu Cheat

At the main menu, hold  $\star$  and press 1, 2, 1, 2, 1 to unlock all Campaign missions, all Stand-alone Mode stages and planes, all Medals and all planes in the Hangar.

### Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold  $\star$  and press 1, 2, 1, 2  
Increase damage—Hold  $\star$  and press 2, 1, 1, 2



## BLOODY WOLF (Virtual Console)

### Cheat Codes

Enter any of the following codes at the title screen, while the words "Push Run Button" are flashing: Stage gameplay—Press Up, Down, Right, Right, 2, 1, you'll see the number "2" appear to confirm the code. (On the Classic Controller, press

Up, Down, Right, Right, A, B, SELECT instead; on the GameCube controller, press Up, Down, Right, Right, A, B, Z.)

Hover mode—Press Down, Up, Left, Left, 1, 1, 2, you'll see the code "33" appear to confirm the code. With this code in place, press the Jump button to hover in mid-air; press it again to descend. (On the Classic Controller, press Down, Up, Left, Left, B, B, A, SELECT instead; on the GameCube controller, press Down, Up, Left, Left, B, B, A, Z.)

Sound test—Hold Up + 1 and press  $\star$ . (On the Classic Controller, hold Up + B and press SELECT instead; on the GameCube controller, hold Up + B and press Z.)

Level select—Press 1, 2, 2, 1, 1, 2, then hold the D-pad in the direction shown below and press  $\star$ :

- Level 2—Hold the D-pad diagonally Up/Right
  - Level 3—Hold the D-pad Right
  - Level 4—Hold the D-pad diagonally Down/Right
  - Level 5—Hold the D-pad diagonally Down
  - Level 6—Hold the D-pad diagonally Down/Left
  - Level 7—Hold the D-pad diagonally Left
  - Level 8—Hold the D-pad diagonally Up/Left
- (On the Classic Controller or GameCube controller, press B, A, A, B, A, B, A instead, then hold the D-pad in the direction indicated above and press START.)

### Free Weapon Power-Ups

During the game, you can earn free weapon power-ups by climbing partway up any surface that can be climbed (like a fence or the side of a truck) and pressing the following buttons simultaneously while your character is in his "climbing" pose. Important note: This will only work if your Life Meter has two red bars of energy—no more, no less. You must jab the buttons at the exact same instant in order to trigger the code.

50 bazooka rounds—Tap Left + 1 + 2 simultaneously. (On the Classic Controller or GameCube controller, tap Left + A + B instead.)

50 shotgun rounds—Tap Right + 1 + 2 simultaneously. (On the Classic Controller or GameCube controller, tap Right + A + B instead.)

### Virtual Invincibility

When your Life Meter has exactly one red bar of energy, enter a doorway, cave entrance or military truck that leads to a room with enemies, crates and/or hostages. You must then exit that room while you still have exactly one red bar of energy, so don't pick up any muscle emphasis tablets, medicine or food. Once you're back outside, hold Up so that your character is pushing up against the doorway, cave entrance or truck that you just came from. (Note: To do this trick with one of the military trucks, you must hold Up while pushing against the rear corner of the truck.) While continuing to hold Up, quickly tap the  $\star$  button and the 1 button simultaneously. (On the Classic Controller or GameCube controller, hold Up and tap START + B instead.) You'll hear a chime and your character will flicker to confirm the code. When your energy runs out, you will now reappear with full energy at the spot where you died instead of going back to restart at the last checkpoint. Important note: This trick will only work in certain doorways in each stage, so if you can't activate it, try the next room you can find. It does not seem to work anywhere in Stage 6. Also, the effects of the code will be canceled each time you clear a stage or if you lose a life by falling off the screen. So stay away from the bottom of the screen—if you run out of energy and your "death" animation is triggered while you're



near the lowest point of the playfield, your body can still fall all the way off the screen in any part of any stage, even if you're not on a bridge or other precipice.

### BOMBERMAN '93 (Virtual Console)

#### Cheat Passwords

H M P H C K N—Planet Quarry A-8  
H M P H B H L C—Blossom Planet B-8  
L N P H G H R C—Planet Inferno C-8  
M N P H B K Q C—Planet Withers D-8  
N N P H B K R C—Planet Surf E-8  
Q N P H B K S C—Ice Planet F-8  
R N P H B K T C—Planet Tecto G-8

### BONK'S REVENGE (Virtual Console)

#### Play Bonus Stages

At the "Mode Select" screen, hold button 1 and press  $\star$  to enter the Bonus Game practice menu. (If you're using the Classic Controller or GameCube controller, hold B and press START instead.)

#### See the Ending

At the Bonus Game practice menu (see above), move the smiley-face cursor to "EXIT," then press 1 and  $\star$  at the same time and hold both buttons down for a moment. (If you're using the Classic Controller or GameCube controller, press START + B instead.) You'll get to watch the computer draw a large picture of Bonk while it plays the "PC Genjin Theme Song."

### BONK 3: BONK'S BIG ADVENTURE (Virtual Console)

#### Super Cheat Menu

At the "Mode Select" screen, with the heart next to the word "Quit," hold the D-pad diagonally in the Down/Left position and hold the 1 and 2 buttons. (Note: You might want to put the heart next to "2 Players" first, because when you press Down/Left the heart will move to "Quit" where you want it.) While continuing to hold Down/Left, 1 and 2, press the  $\star$  button to access a cheat menu that gives you the power to adjust Bonk's speed and jumping ability. You can also use the sound test or pick your starting stage. (If you're using the Classic Controller or GameCube controller, hold Down/Left + A + B and press START instead.)

### BOOM BLOX

#### Cheat Passwords

At the title screen, press Up, Right, Down, Left on the D-Pad to access a password entry screen where you can enter the following codes:

#### Critter Litter—Unlock all characters in Create mode

Nonstop Props—Unlock all props in Create mode

Tool Pool—Unlock all toys in Create mode

Pandoras Blox—Unlock all levels

My Team—Enable "Cheerleaders" cheat

Blox Time—Enable "All Blox Time" cheat

Flower Power—Enable "Explosive Flowers" cheat

Maestro—All Regular Blox are Jingle Blox

### CALL OF DUTY 3

#### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold  $\star$  and press Right, Right, Left, Left, 2, 2.

### CARS

#### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L 6—Unlock all Arcade games

I F 9 0 H P—Unlock all Bonus Content and all Arcade games

T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes

### CHEW MAN FU (Virtual Console)

#### Level Select

Select "Password" from the main menu and enter the password 677261, then select "1 Player" or "2 Players." When the Area and Round number screen is displayed, press Up or Down on the D-pad to choose any starting stage. Note: The flag that Master Monk is holding shows the level number. There are 50 rounds in each of the ten levels, for a total of 500 rounds.

#### Special Game

At the main menu, hold  $\star$  and 2 and press diagonally Up/Left on the D-pad; you'll hear a chime to confirm. (On the Classic Controller, hold SELECT + A and press Up/Left; on the GameCube controller, hold Z + A and press Up/Left.) When the game starts, all of the spheres will be gold and will not change to their real colors until you place them on the correct colored panels.

#### Special Bonus

If you clear a level without killing any enemies and finish while the timer is still blue, you will receive a 10,000-point "Special Bonus" and five free diamonds.

#### Dance of Death

When a Kappa (turtle) creature stands on one of the spheres to do his dance, watch what happens if you let him keep dancing without knocking him off. After about 50 seconds, he will get tired and die!

### DE BLOB

#### Time Bonus

At any time during game play, hold the C button and press 1, 2, 1, 2.

#### Blob Party

At the Start menu, hold the C button and press 2, 2, B, 1, 1, B, B.

#### Unlock Moods

At the Start menu, hold C and press B, B, 1, 2, B, B.

### DESTROY ALL HUMANS! BIG WILLY UNLEASHED

#### Cheat Codes

At any time during game play, pause the game and use the arrows at the top of the Pause menu to navigate to the Unlockables screen. Next, hold the analog stick on the Nunchuk in the Up position for a few seconds; a cheat code entry window will appear. Enter each code using the D-pad on the Wii Remote, and press the A button after entering each code to confirm it.

Can't be killed—Left, Down, Up, Right, Up

Infinite ammo—Right, Up, Up, Left, Right

Unlimited jetpack fuel—Right, Right, Up, Left, Left

Unlimited Big Willy battery—Left, Left, Up, Right, Down

Lots of guns—Right, Left, Down, Left, Up

Unlock all game worlds—Up, Right, Down, Right, Up

Stealth Space Ninja—Up, Right, Down, Down, Left

Crypto Dance Fever skin—Right, Left, Right, Left, Up

Klunkin's Chicken Blimp skin—Left, Up, Down, Up, Down

Down

### DONKEY KONG COUNTRY (Virtual Console)

#### Start With 50 Lives

At the "Select a Game" menu, highlight "Erase Game" and press B, A, R, A, L, M, R, A Test

At the "Select a Game" menu, highlight "Erase Game" and press Down, A, R, B, Y, Down, A, Y.

You'll hear a chime to confirm the code; now you can press the SELECT button to cycle through the different songs in the game.

#### Two-Player Competition

At the "Select a Game" menu, highlight "Erase Game" and press B, A, Down, B, Up, Down, Down, Y. You'll hear a chime to confirm the code. Start a game in Two Player Team mode, and you'll find that you can steal the character control from your partner at any time by pressing SELECT.

#### Practice Bonus Rounds

At any time during the intro sequence with Cranky and Donkey Kong, press Down, Y, Down, Down, Y. You'll be transported to a secret cave where you can practice playing any of the bonus rounds by collecting the corresponding animal statues. Note: This code may not work when you first power-up the game; you may have to enter the game's first level, then press the Home button and select "Reset" to return to the intro sequence before it will register.

### DONKEY KONG COUNTRY 2

#### DIDDY'S KONG QUEST (Virtual Console)

#### Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the action buttons to advance to the next tune, or press Left to go back through the titles.

#### Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A Cheat Mode option will appear. With this option highlighted, you can enter the following cheat codes:

Start with 50 lives—Y, A, SELECT, A, Down, Left, A, Down

Start every stage with both Diddy and Dixie, remove all "DK" barrels from the game—B, A, Right, Right, A, Left, A, X

#### 75 Kremloins

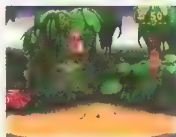
Enter the game's first stage, "Pirate Panic"—It doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you 75 Kremloins. Now you can access the Lost World through Klubb's Kiosks on any part of the island.

### DONKEY KONG COUNTRY 3

#### DIXIE KONG'S DOUBLE TROUBLE! (Virtual Console)

#### Cheat Passwords

At the "Select Game" menu, highlight the saved game you want to play and press L, R, R, L, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved



game will turn into a password entry menu. Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

**LIVES**—Enter this password to start the game with 50 lives.

**ASAVE**—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.

**COLOR**—This code makes Dixie's clothes purple and Kiddie's pajamas green; it also changes the colors of the flags that mark each completed level.

**HARD**—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.

**TUFS**—Entering this password removes all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.

**MERRY**—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents.

**MUSIC**—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

**WATER**—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 85 bonus coins, enough to pay Bongo Bear to blast away all of the obstacles in the lost world of Krematoa.

#### DOREMI FANTASY MILON'S DOKIDOKI ADVENTURE (Virtual Console)

##### Passwords

Choose the second option at the main menu to access the "Pass Word" entry screen, then enter any one of the following passwords:

2525—Start with power-ups  
1940—World 2  
3938—World 3  
5488—World 4  
0615—World 5  
6072—World 6  
0730—World 7  
4074—Mini Game 1  
0220—Mini Game 2  
1104—Mini Game 3  
7777—Sound test  
0503—See the credits



#### DRAGON BLADE: WRATH OF FIRE

##### Cheat Codes

Enter the following codes at the title screen:

Unlock all stages—Hold  $\square$  and  $\triangle$  when selecting "New Game" or "Load Game"

Easy difficulty—Hold Z and 2 when selecting "New Game"

Hard difficulty—Hold C and 1 when selecting "New Game"

#### ECCO THE DOLPHIN (Virtual Console)

##### Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, enter the following code on the particular controller you're using:

Wii Remote—Right, 1, 2, 1, 2, Down, 2, Up  
Classic Controller—Right, B, A, B, A, Down, A, Up  
GameCube Controller—Right, A, X, A, X, Down, X, Up

A cheat menu will appear, offering such options as stage select, sound test, invincibility and more.

#### GRADIUS III (Virtual Console)

##### 30 Extra Ships

At the title screen,

hold **Left** on the

D-pad and press

A, A, **START**

Full Power-Up

Press **START** to

pause, then press

Up, Up, Down,

Down, L, R, L, R,

B, A and **START** to pause. Note: You can only

enter this code once in each level.

Extra Credits

At the title screen, press the X button repeatedly, as quickly as you can. You should see the number of credits start to increase. Press **START** before the title screen fades; if the demo starts, you'll lose the credits and will have to repeat the trick.

##### Arcade Mode

At the Option screen, highlight "Game Level" and repeatedly press A until you see the game level change to "ARCADE". Note: You must press the button very quickly.

##### Random Weapon Select

At the Weapon Select screen, press **Right** on the D-pad to enter Edit Mode. Now press X, Y, X, X, Y, Y, X, Y to have your weapons chosen at random.

##### Crazy Demo

At the title screen, press A and continue to hold it down until the gameplay demo appears. Instead of the normal demo, you'll see a crazy display of skill as the computer-controlled ship tears through the entire first level at Arcade difficulty, all the way up to the boss.



#### GUITAR HERO: WORLD TOUR

##### Cheat Codes

Select "Cheats" from the Options menu and choose "Enter new cheat." Enter the following codes by using the color-coded fret buttons on the guitar controller (you do not need to strum) or by hitting the color-coded pads on the drum controller. All cheats except the ones with an exclamation mark (!) will need to be activated in the Cheats menu in order to see the effect(s). Scroll up and down to view the list of unlocked cheat settings (several of them have more than two options).

Quickplay Songs—Blue, Blue, Red, Green, Green, Blue, Blue, Yellow (Note: This cheat will unlock all songs except "Pull Me Under" in Quickplay. It will not affect the game progress and the unlocking scheme in Career mode)

Nick!—Green, Red, Blue, Green, Red, Blue, Blue, Green

Johnny Viper!—Blue, Red, Blue, Blue, Yellow, Yellow, Yellow, Green

Rinal!—Blue, Red, Green, Green, Yellow, Yellow, Yellow, Green

Aaron Steele!—Blue, Red, Yellow, Yellow, Yellow, Yellow, Yellow, Green

AT&T Ballpark!—Yellow, Green, Red, Red, Green, Blue, Red, Yellow

Air Instruments!—Red, Red, Blue, Yellow, Green, Green, Green, Yellow (Note: This cheat will not work with the Invisible Rocker cheat)

Invisible Rocker!—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green (Note: This cheat will not work with the Air Instruments cheat)

Performance Mode (notes are not displayed)—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red

Hyperspeed ("Hyperguitar," "Hyperbass" and "Hyperdrums" options unlocked in the Cheats menu)—Green, Blue, Red, Yellow, Yellow, Red, Green, Green



Auto Kick (auto bass drum for drums)—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red (Note: High scores will be disabled when this cheat is on. It will also not function during online play)

Always Slide—Green, Green, Red, Red, Yellow, Red, Yellow, Blue (Note: High scores will be disabled when this cheat is on. It will also not function during online play)

Gem Color!—Blue, Red, Red, Green, Red, Green, Red, Yellow

Flame Color!—Green, Red, Green, Blue, Red, Red, Yellow, Blue

Star Color!—Red, Red, Yellow, Red, Blue, Red, Red, Blue

Vocal Fireball!—Red, Green, Green, Yellow, Blue, Green, Yellow, Green

#### THE HOUSE OF THE DEAD 2 & 3 RETURN

##### Score Display

The following codes will allow you to see your score in the upper left corner of the screen during gameplay:

- At the House of the Dead 2 menu (the one that lets you choose "Arcade Mode," "Original Mode" etc.), highlight the mode you want to play, then press Left, Left, Right, Right, Left, Right and press A or  $\triangle$  to start the game. You will receive no confirmation when you enter this code.

- At the House of the Dead III menu (the one that lets you choose "Arcade Mode," "Time Attack" etc.), press Left, Left, Right, Right, Left, Right, Left. You will hear a chime to confirm that the code is in place.



#### KUNG FU PANDA

##### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Full Awesome Meter: 4x Damage—Up, Down, Up, Right, Left

Invulnerability—Down, Down, Right, Up, Left

All multiplayer characters available—Left, Down, Left, Right, Down

#### THE LEGEND OF THE MYSTICAL NINJA

##### (Virtual Console)

##### Passwords

Choose "Continue" from the main menu, then select "From Logbook Entry" and enter any of the following passwords to start at different levels:

Level 2—A L I X I Level 6—x T  $\triangle$   $\triangle$

Level 3—j / p N ? Level 7—k = " R d R

Level 4—2 O Y 7 ; Level 8—W d 3 + 3

Level 5—\$ w h : ; Level 9—H = W N X

#### LEGO BATMAN: THE VIDEOGAME

##### Unlock Codes

Locate the Bat Computer in the Batcave, then select "Enter Code" and enter the following codes:

W Y D S C P—Invincibility

H J H 7 H J—Regenerate hearts

J X U D Y 6—Immune to freeze

N 8 J Z E K—Armour plating

M L 3 K H P—Extra hearts

E W A W 7 W—Extra toggle

J R B C B—Fast Batarangs

G H J 2 D Y—Fast build

R M 4 P R 8—Fast grapple

E V G 2 J—Faster pieces

Z O L M 6 N—Fast walk

D 8 N Y W H—Flaming Batarangs

X P N 4 N G—Freeze Batarangs

L 3 E K T—Area effect

X W P 6 4 5—More Batarang targets

T N T N 6 B—More Detonators

X G H 9 J—Minitik detector

K H J 5 4 4—Piece detector



**M N N 7 8 6**—Power Brick detector  
**B B D 7 8 Y**—Slam  
**L K 2 D Y 4**—Stud magnet  
**D Y 1 3 B D**—Character studs  
**T H T L 4 X**—Sonic pain  
**1 8 H W 0 7**—Score x10  
**9 L R G N 8**—Always score multiply  
**T Q 0 9 K 3**—Decoy  
**G E C 3 M D**—Disguise  
**K L K L 4 G**—Ice Rink  
**I C Y I C E**—Mr. Freeze's Iceberg  
**M V Y 7 5 9**—Nightwing  
**J K R 3 3 1**—Batgirl  
**N Y U 9 4 2**—Man-Bat  
**M 1 A A W W**—Catwoman (Classic)  
**C C 8 1 9 9**—The Joker (Tropical)  
**J C A 2 8 3**—Mad Hatter  
**K N T T 4 8**—Bat-Tank  
**L E A 6 6 4**—Bruce Wayne's Private Jet  
**H P L 8 2 6**—Catwoman's Motorcycle  
**D U S 4 8 3**—Garbage Truck  
**G C H 3 2 8**—Goon Helicopter  
**C H P 7 3 5**—Harbor Helicopter  
**R D T 6 3 7**—Harley Quinn's Hammer Truck  
**H S 0 0 W**—Mad Hatter's Glider  
**M D M 4 4 N**—Mad Hatter's Steamboat  
**B C T 2 2 9**—Mr. Freeze's Kart  
**B T N 2 4 8**—Penguin Goon Submarine  
**L J P 2 3 4**—Police Bike  
**P L C 9 9 9**—Police Boat  
**K J L 8 3 4**—Police Car  
**C W R 7 3 2**—Police Helicopter  
**M A C 7 8 6**—Police Van  
**V J D 3 2 8**—Police Watercraft  
**H A H A H A**—Riddler's Jet  
**T T F 4 5 3**—Riddler's Submarine  
**J U K 6 5 7**—The Joker's Van  
**E F E 9 3 3**—Two-Face's Armored Truck  
**D W R 2 4 3**—Zoo Sweeper

# LEGO INDIANA JONES THE ORIGINAL ADVENTURES

## Passwords

Enter the following passwords on the chalkboard in the Classroom of the University. Unlocked characters will become available for purchase in the Library. Unlocked Extras are immediately available from the pause menu.

**V I K E D 7**—(Extras) Artifact Detector  
**N F 5 9 Q**—(Extras) Beep Beep

**V I E 5 2 R**—(Extras) Character Treasure  
**V K R N 5 9**—(Extras) Disarm Enemies  
**4 I D 1 N 6**—(Extras) Disguises  
**V 8 5 1 0**—(Extras) Fast Build  
**3 7 8 R 5 6**—(Extras) Fast Dig  
**3 7 8 R 5 6**—(Extras) Fast Dig  
**B 1 W 1 F**—(Extras) Fertilizer  
**3 3 M 7 J**—(Extras) Ice Rink  
**V U T 6 7 3**—(Extras) Parcel Detector  
**W W Q 1 5 A**—(Extras) Poo Treasure  
**M D L P 6 9**—(Extras) Regenerate Hearts  
**3 X 4 4 A A**—(Extras) Secret Characters  
**3 H 8 5 H**—(Extras) Silhouettes  
**V N 3 7 5**—(Extras) Super Stream  
**O P 1 T A 5**—(Extras) Super Slap  
**H 8 6 L A 2**—(Extras) Treasure Magnet  
**V 1 3 P 5 8**—(Extras) Treasure x10



# LEGO STAR WARS: THE COMPLETE SAGA

## Passwords

In the Mos Eisley Cantina, go to the bar and select "Enter Code." Input any of the following codes to unlock characters and/or vehicles for purchase from the Characters menu.  
**H H H 6 9 7**—Boss Nass  
**Q R N 7 1 4**—Captain Tarpals  
**D D D 7 4 8**—Count Dooku

**E U K 4 2 1**—Darth Maul  
**B R J 4 3 7**—Disguise  
**A A B 1 2 3**—Droid Tri-Fighter  
**E W K 7 8 5**—Ewok  
**C L Z 7 3 8**—Force Grapple Leap  
**P M N 5 7 6**—General Grievous  
**Z Z R 6 3 6**—Greedo  
**H U T 8 4 5**—Imperial Shuttle  
**E V I L R 2**—R2-Q6  
**I N T 7 2 9**—TIE Interceptor  
**N B N 4 3 1**—Stormtrooper  
**G I J 9 8 9**—IG88  
**K L J 8 9 7**—Jango Fett  
**B D C 8 6 6**—Vulture Droid  
**P L L 9 6 7**—Watto  
**5 8 4 H J F**—Zam Wessell  
**U U U 8 7 5**—Zam's Speeder

## MANHUNT 2

### Cheat Codes

Enter the following codes at the main menu or during gameplay:  
**Infinite ammo**—Up, Up, Down, Down, Left, Right, Left, Right  
**Unlock all stages**—Up, Down, Left, Right, Up, Down, Left, Right



## MARVEL: ULTIMATE ALLIANCE

### Cheat Codes

Select "Review" from the main menu and enter any of the following codes:  
**Unlock all Cinematics**—Up, Left, Left, Up, Right, Right, Up, +  
**Unlock all Concept Art**—Down, Down, Down, Right, Right, Left, Down, +  
**Unlock all Comics**—Left, Right, Right, Left, Up, Up, Right, +  
**Unlock all Load Screens**—Up, Down, Right, Left, Up, Up, Down, +  
**Unlock All Comic Missions**  
 Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, +.

### More Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes.

**Earn 100,000 coins**—Up, Up, Up, Left, Right, Left, +  
**All characters become Level 99**—Up, Left, Up, Left, Down, Right, Down, Right, +  
**Character Cheat Codes**  
 Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:  
**Unlock all characters**—Up, Up, Down, Down, Left, Left, Left, +  
**Unlock all outfits**—Up, Down, Left, Right, Left, Right, +  
**Unlock all powers**—Left, Right, Up, Down, Up, Down, +  
**Even More Cheat Codes**  
 Enter any of the following codes at any time during gameplay to trigger the desired cheat:  
**One-hit kills**—Left, Right, Down, Down, Right, Left, +  
**Invincibility**—Up, Down, Up, Down, Up, Left, Down, Right, +  
**Super speed**—Up, Left, Up, Right, Down, Right, +

## MEDAL OF HONOR: VANGUARD

### Cheat Code

At any time during gameplay, pause the game and press Up, Down, Up, Down. The words "Enter Cheat Code" will appear in the corner of the screen; now you can enter the following code:  
**Decrease enemy accuracy**—Right, Left, Right, Down, Up, Right

## MILITARY MADNESS (Virtual Console)

### Passwords

**N E W T O N**—Stage 5  
**D A R W I N**—Stage 10  
**K A I S E R**—Stage 15  
**I A N A K K A**—Stage 20  
**M O N O G A**—Stage 25  
**S O L C I S**—Stage 30  
**S A G I N E**—Stage 31  
**W I N N E R**—Stage 32  
**O N G A K U**—Sound Test

## MLB POWER PROS

### Extra Forms

At the main menu, press Right, Left, Up, Down, Right, Right, Up, Up, Left, Down, Left; you'll hear a chime to confirm the code. Now select "Shop" and you'll find one new 3-Quarters Pitching Form (Alvin Lockhart) and four new Original Batting Forms (Alvin Lockhart, Patrick Gainer, Original 1 and Original 2).



### View MLB Players at Custom Players Menu

Select "My Data" from the main menu, then choose the "View or Delete Custom Players/Password Display" option and press Up, Up, Down, Down, Left, Right, Left, Right, 1, 2 at the Custom Players screen to view the stats and tendencies of all the MLB players at this screen.

## MORTAL KOMBAT: ARMAGEDDON

### Cheat Codes

Choose "The Krypt" from the main menu, then select the second "Media" page (look for a "?" icon on the bottom right corner of the page).

Move the cursor to the "?" icon, press the A button, then enter any of the following codes. Note: The arrow symbols indicate directions for the analog stick on the Nunchuk attachment; the words Up, Down, etc. refer to directions for the D-pad on the Wii Remote.

**Unlock Meat character**—Up, Left, Left, Right, Right, +  
**Unlock Blaze character**—Up, Left, Left, Right, Right, +  
**Unlock Taven character**—C, Left, Right, Up, Down, +  
**Unlock Daegen character**—Z, C, Up, Up, Left  
**Unlock Drahmin's alternate costume**—C, Up, Down, Z, +  
**Unlock Frost's alternate costume**—Up, Z, Z, Right, C  
**Unlock Nitar's alternate costume**—Up, C, C, C, C  
**Unlock Shang Tsung's alternate costume**—C, Left, Right, C, C  
**Unlock Netherstep Interior Arena**—Z, Left, C, C, Left  
**Unlock Falling Cliffs Arena**—Z, Right, Left, Down, Right, Up  
**Unlock Reiko's War Room**—Z, Up, Z, Left, Down, Down  
**Unlock Shinnok's Spire**—Left, Left, Right, Up, C  
**Unlock Pyramid of Argus**—Z, C, Left, Down, Z, +  
**Unlock Krismson Forest**—Right, C, Left, Right, +  
**Unlock Armageddon Promo Movie**—Up, Up, Up, C, Down  
**Unlock Motor Gameplay Movie**—Up, Up, C, Z, Z, Z  
**Unlock Cyrex Fatality Bloopers Movie**—Z, C, Z, Up, C  
**Unlock Armory Fight Tune**—Down, Left, Left, Up, Left, Down  
**Unlock Pyramid of Argus Tune**—Up, Z, C, C, C  
**Unlock Tekunin Warship Tune**—Up, Right, C, Z, Z, Down

Unlock Lin Kuei Palace Tune—C, ←, Right, Down, Z, →  
 Unlock Blaze Boss Sketch—C, Up, C, Z, Left  
 Unlock Hero Sketches 1—→, Down, Z, →, C, Down  
 Unlock Firewell Sketch 3—→, Left, Z, C, Right, C  
 Unlock Gauntlet Trap Sketch—Right, Z, Up, →, Right, ←  
 Unlock Sektor's 2-Hand Pulse Blade Sketch—Z, C, ←, Down, →, Z  
 Unlock Mileena's Car Sketch—Z, →, →, Z, Up, →  
 Unlock Color Study for Opening Movie 3—Up, ←, ←, Down, →, Right  
 Unlock Scorpion Throw Sketch—C, ←, →, Right, Z, C

#### MX VS. ATV UNTHAWED

##### Unlock Everything

Choose "Options" from the main menu, then select "Cheat Codes" and enter the code "YOU GOT IT!" to unlock all locked items.

#### NEW ADVENTURE ISLAND (Virtual Console)

##### Round Select

At the title screen, press Left, Left, 2, Right, Right, 1, Up, Down, Up, Down. (If you're using the Classic Controller or GameCube controller, press Left, Left, A, Right, Right, B, Up, Down, Up, Down instead.) You'll hear the music change, and a number will appear in the lower left corner of the screen. Press Up or Down on the D-pad to change the number, then press START to skip to the round you chose.



#### NINJA SPIRIT (Virtual Console)

##### Stage Select

At the title screen, press 1, 2, 1, 1, 2, 1, →, ←. (If you're playing with the Classic Controller or GameCube controller, press B, A, B, A, B, A, SELECT, START instead.) You'll see the stage select appear at the bottom of the Mode Select screen. You can only select up to Stage 3 at first, but if you hold the ← button (or SELECT on the Classic or GameCube controller), you can also access Stages 4, 5 and 6.

#### RAMPAGE: TOTAL DESTRUCTION

##### Cheat Codes

At the main title screen, hold the ← and → buttons; a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:  
 2 7 1 8 2—Unlock all Cities  
 1 4 1 4 2 1—Unlock all Monsters and Cities  
 0 7 1 7 6 7—Single-hit destruction  
 9 8 6 9 6 0—Invulnerable monsters  
 0 1 1 2 3 5—All upgrades  
 0 8 2 8 6 4—Enable autoplay  
 8 7 4 0 9 8—Enable quick autoplay  
 6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)  
 0 0 0 0 0 0—Reset all cheats

#### RATATOUILLE

##### Cheat Codes

Choose "Extras" from the main menu, then select "Gusteau's Shop" and access the "Secrets" option. There are five pages of secrets; press Left or Right to view the different pages. The first four codes can be purchased with Gusteau points, but the remaining 20 cheats must be unlocked by selecting each one and entering the corresponding code (listed



below) when the "Enter Cheatcode" menu appears. Note the capital letter(s) in each code. Some of the cheats can be turned on and off after you have entered the code to unlock them.

Piececode—Code 1 (Unlocks Very Easy difficulty mode)  
 Myhero—Code 2 (Remy receives no impact and no damage from enemies, but still takes water and falling damage)  
 Piececode—Code 3 (Remy receives no damage from enemies, but still takes water and falling damage)  
 Spyagent—Code 4 (Remy can move undetected and unnoticed by any enemy)  
 Ilikeonions—Code 5 (Remy farts every time he jumps)  
 Hardfeelings—Code 6 (Remy head butts when attacking instead of a tailswipe move)  
 Slumberparty—Code 7 (Unlocks multiplayer mode)  
 Gusteauart—Code 8 (Unlocks all Concept Art)  
 Gusteauship—Code 9 (Unlocks all 4 championship modes)  
 Mattelme—Code 10 (Unlocks all single player and multiplayer minigames)  
 Gusteauvid—Code 11 (Unlocks all Videos)  
 Gusteauscores—Code 12 (Unlocks all Bonus Artworks)  
 Gusteaudream—Code 13 (Unlocks all Dream Worlds in the Gusteau's Shop)  
 Gusteauslide—Code 14 (Unlocks all Slides in the Gusteau's Shop)  
 Gusteaulevel—Code 15 (Unlocks all single player minigames)  
 Gusteaucombo—Code 16 (Unlocks all items in the Gusteau's Shop)  
 Gusteauport—Code 17 (Credits the player with 5,000 Gusteau points)  
 Gusteaujack—Code 18 (Credits the player with 10,000 Gusteau points)  
 Gusteauomni—Code 19 (Credits the player with 50,000 Gusteau points)

#### RENEGADE (Virtual Console)

##### Stage Select

Enter any of the following codes at the main menu:  
 Start on Mission 2—While holding Left on Controller 2, press Down, Up, Right, Up, Left, Up on Controller 1  
 Start on Mission 3—While holding Down on Controller 2, press Up, Down, Left, Down, Right, Down on Controller 1  
 Start on Mission 4—While holding Up on Controller 2, press Down, Down, Up, Up, Right, Left on Controller 1



#### RUBIK'S WORLD

##### Cheat Code

At the main menu, press A, B, B, A, A to unlock all levels and all Cubies.

#### SOLOMON'S KEY (Virtual Console)

##### Continue

When you lose your last life, you can continue at the last level you reached by pressing Up + 1 + 2 at the screen that shows your score. (On the Classic Controller, press Up + A + B.)

#### SONIC SPINBALL (Virtual Console)

##### Stage Select

Choose "Options" from the title menu, then—when the Options menu appears—press A, Down, 1, Down, 2, Down, A, 1, Up, A, 2, Up, 1, 2, Up. (If you're using the Classic Controller, press Y, Down, B, Down, A, Down, Y, B, Up, Y, A, Up, B, A, Up instead. If you're using a GameCube controller, press B, Down, A, Down, X, Down, B, A, Up, X, Up, A, X, Up.) You'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

• To warp to the "Lava Powerhouse" stage, hold A and press →. (On the Classic Controller, hold Y and press START; on a GameCube controller, hold B and press START.)

• To warp to "The Machine" stage, hold 1 and press →. (On the Classic Controller, hold B and press START; on a GameCube controller, hold A and press START.)

• To warp to the "Showdown" stage, hold 2 and press →. (On the Classic Controller, hold A and press START; on a GameCube controller, hold X and press START.)

##### See the Credits

Choose "Options" from the title menu, then—when the Options menu appears—press 2, Up, 1, Up, A, Up, 2, 1, Down, 2, A, Down, 1, A, Down; you'll hear a fanfare and the game's credits will appear. (If you're using the Classic Controller, press A, Up, B, Up, Y, Up, A, B, Down, A, Y, Down, B, Y, Down instead. If you're using a GameCube controller, press X, Up, A, Up, B, Up, X, A, Down, X, B, Down, A, B, Down.)

#### SPEED RACER: THE VIDEOGAME

##### Cheat Codes

Choose "Options" from the main menu, then select "Enter Code" and enter any of the following codes:  
 Invulnerability—A, B, A, Up, Left, Down, Right  
 Infinite boost—B, A, Down, Up, B, A, Down  
 Aggressive opponents—Up, Left, Down, Right, Up, Left, Down  
 Pacifist opponents—Up, Right, Down, Left, Up, Right, Down  
 Granite car—B, Up, →, →, 1, Up, →  
 Monster truck—B, Up, →, 2, B, Up, →  
 Tiny opponents—B, A, Left, Down, →, Up, →  
 Helium—→, Up, →, 2, Up, →  
 Moon gravity—Up, →, Up, Right, →, Up, →  
 Overkill—A, →, →, Down, Up, →, 1  
 Psychedelic—Left, A, Right, Down, B, Up, →  
 Last three cars—1, 2, 1, 2, B, A, →



#### SPIDER-MAN: FRIEND OR FOE

##### Cheat Codes

Enter the following codes while standing in the Helicarrier (not while paused). You'll hear a confirmation sound each time you enter a code correctly.  
 Earn 5,000 Tech Tokens—Up, Up, Down, Down, Left, Right  
 Unlock Venom—Left, Left, Right, Up, Down, Down  
 Unlock New Goblin—Left, Down, Right, Right, Down, Left  
 Unlock Sandman—Right, Right, Right, Up, Down, Left

#### SPATTERHOUSE (Virtual Console)

##### Hard Mode

Hold the → button as soon as the title screen appears; after a few seconds, the word "Hard" will appear to indicate that Hard mode has been activated.

##### Stage Select/Sound Test

When the rainy scene with the haunted house appears at the start of a new game, press →, →, →, then hold Left on the D-pad and press 1 (or B if you're using the Classic Controller) before gameplay begins. A stage select menu will appear. If you press the → button at the stage select menu, a sound test menu will appear.

#### SSX BLUR

##### Cheat Passwords

Select "Options" from the main menu, then choose "Credits" and enter any of the following case-sensitive passwords:  
 N o H o l d s—Unlock all characters  
 M a s t e r K e y—Unlock all tracks



**SportShop**—Unlock all boards and skis  
**WildFu**—Unlock Yeti outfit  
**ClothShop**—Unlock all outfits for every character  
**Comboe**—Unlock all the uberticks  
**Artist**—Unlock all concept art  
**Ally**—Max out all characters' stats  
**FullG**—Max out Groove meter  
**FairPlay**—Minimize all characters' stats  
**BankRecord**—Reset all high scores  
**DisableTherm**—Disable all cheats

#### STAR WARS: THE FORCE UNLEASHED

##### Cheat Codes

Enter these codes from the Extras menu while on-board the Rogue Shadow (available after finishing the second stage of the game):

##### CORTOSIS

Immune to all damage  
**VERGENCE**—Unlimited Force Power  
**COUNTDOCKU**—All Combos at maximum level  
**KATARN**—All Force Powers at maximum level  
**TYRANUS**—All Force Powers unlocked  
**SPEEDER**—1,000,000 Force Points  
**LIGHTSABER**—Massive lightsaber damage  
**AAYLA**—Play as Aayla Secura  
**ITSATWA**—Play as Admiral Ackbar  
**CHOSONEN**—Play as Anakin Skywalker  
**GRANDMOFF**—Unlock all bonus costumes



#### STREETS OF RAGE (Virtual Console)

##### Stage Select/Extra Lives

Highlight "Options" at the main menu, hold **Right + A + 1 + 2** on Controller 2 and press any button on Controller 1. (If you're using the Classic Controller, hold **Right + Y + B + A** on Controller 2 instead. If you're using a GameCube controller, it's **Right + B + A + X**.) When the Options menu appears, you'll find two new settings at the bottom of the screen: "Players" allows you to start the game with up to seven lives in reserve and "Round No." lets you choose a starting stage.

#### STREETS OF RAGE 2 (Virtual Console)

##### Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, hold **A + 1** on Controller 2 and press any button on Controller 1. (If you're using the Classic Controller, hold **Y + B** on Controller 2 instead; with the GameCube controller, hold **B + A** on Controller 2.) When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.

#### SUPER STAR SOLDIER (Virtual Console)

##### Secret Menu

Enter the following code on the Wii Remote at the title screen: Press **Left, 1, Up, 1, Right, 1, Down, 1, Left, 2, Up, 2, Right, 2, Down, 2**, then press **2** and **1** eight times simultaneously, then press **—** and **2** eight times simultaneously. (On the Classic Controller, press **Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A**, then press **B** and **A** eight times simultaneously, then press **SELECT** and **A** eight times simultaneously. On the GameCube controller, press **Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A**, then press **B** and **A** eight times simultaneously, then press **Z** and **A** eight times simultaneously.) A menu will appear that allows you to sample the game's music/sound effects or adjust the game's difficulty.

#### TECMO BOWL (Virtual Console)

##### Invisible Team

Enter the password "397BFFA5" to play against an invisible team.

#### TMT

##### Cheat Codes

At the main menu, hold the **Z** button on the Nunchuk attachment and enter the following codes. Release **Z** after each code and you'll hear a confirmation sound.  
 Unlock Don's Big Head Goodie—**1, A, C, 2**  
 Unlock Challenge Map 2—**A, A, A, 1, A**

#### TOEJAM & EARL (Virtual Console)

##### Obtain Rocket Ship Pieces

Enter the following code on the Wii Remote while the game is paused: Press **Up + A + 1 + 2** simultaneously, then **Right + A**, then **Down + 1**, then **Left + 2**. (If you're using the Classic Controller, press **Up + Y + B + A** simultaneously, then **Right + Y**, then **Down + B**, then **Left + A**. If you're using the GameCube controller, press **Up + B + A + X** simultaneously, then **Right + B**, then **Down + A**, then **Left + X**.) You will hear a sound to confirm that the code has been entered correctly. You will now have all but one of the rocket ship pieces. Go to the next level to find the last piece.

#### TOEJAM & EARL IN PANIC ON FUNKATRON

##### (Virtual Console)

##### Cheat Passwords

Select "Password" from the main menu and enter any of the following codes. Note: Many of these codes will cause a "Bogus Password" message to appear, but don't worry; they still work.  
**perqvacck**—Invincibility  
**fl199lefr1z**—Never drown  
**m1n9eyn**—Unlimited Super Jars  
**111577804711**—Unlimited Funk Scan  
**nevenever**—Unlimited Panic Buttons  
**—h00ver**—Unlimited Funk Vacs  
**—h9n1tme**—Always max. air on power fun-gus

**151ckye**—Never fall off pink bubbles  
**1r4pm45t4r1**—Activate all of the above cheats (Note: This code also gives you infinite coins, slows down the timer in Hyperfunk Zone and gives you double food and presents)  
**1j**—View the credits

##### Level Warp

Capture all of the earthlings in the first level, then get to the ledge on the left side of the water near the end of the stage. Walk through the wall on the left to find a hidden button; press the button twice to get some presents, then return to the edge of the water and press the button there to go back to the top of the cliff. Now return to the beginning of the stage and use the Funk Scan; you'll see a secret door. Enter this door to find a warp room with doors that lead to Levels 3, 4 and 5.

#### TRANSFORMERS: THE GAME

##### Cheat Codes

Enter the following codes at the Campaign/Bonus Features/Credits menu screen:

**Invincibility**—**Left, Left, Up, Left, Right, Down, Right**  
**Unlock all levels**—**Down, Up, Left, Right, Right, Right, Up, Down**  
**Unlock Cybertron levels**—**Right, Up, Down, Down, Right, Left, Left**  
**No Police**—**Right, Left, Right, Left, Right, Left, Right**  
**Unlock G1 Optimus**—**Down, Right, Left, Up, Down, Down, Left**  
**Unlock Robovision Optimus**—**Down, Down, Up, Up, Right, Right, Right**  
**Unlock G1 Megatron**—**Down, Left, Left, Down, Right, Right, Up**  
**Unlock G1 Jazz Repaint**—**Left, Up, Down, Down, Left, Up, Right**  
**Unlock G1 Starscream Repaint**—**Right, Down, Left, Left, Down, Up**



#### WALL-E

##### Cheat Codes

Choose "Bonus Features" from the main menu, then select "Cheats" and enter any of the following passwords. (If you advance through the symbols by selecting the down arrow, they will appear in this order: WALL-E, Auto, EVE, M-O, Steward.)

**WALL-E**, M-O, Auto, M-O—Unlimited health unlocked  
 Auto, Steward, M-O, WALL-E—All single player levels unlocked  
 EVE, M-O, WALL-E, Auto—All multiplayer maps unlocked  
 Auto, Auto, Steward, Steward—All Holiday costumes unlocked  
 Steward, WALL-E, M-O, Auto—All multiplayer costumes unlocked  
 WALL-E, Auto, EVE, Steward—All Bonus Features unlocked  
 M-O, Auto, Steward, EVE—All game content unlocked  
**WALL-E**, Auto, EVE, M-O—WALL-E: Permanent Super Laser Upgrade  
 Auto, M-O, Auto, M-O—WALL-E: Make any Cube at any time  
**WALL-E**, EVE, EVE, WALL-E—WALL-E with a Laser Gun at any time  
 EVE, WALL-E, WALL-E, Auto—EVE: Permanent Super Laser Upgrade  
 M-O, Steward, EVE, EVE—WALL-EVE: Make any Cube at any time  
 Steward, EVE, M-O, WALL-E—WALL-EVE with a Laser Gun at any time

#### WII SPORTS

##### Play Matches on Practice Court

Choose "Tennis" from the main menu and select your player(s). When the screen appears that says, "Make sure there are no people or objects around you," hold the **2** button, press **A** and continue to hold **2** until the Choose Positions screen appears. Instead of the usual tennis court, you'll now be playing on the blue practice court.

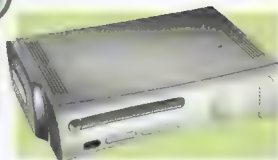


#### WWE SMACKDOWN VS. RAW 2009

##### Cheat Codes

Choose "My WWE" from the main menu, then select "Options" and use the "Cheat Code" option to enter each of the following codes:  
**FlairWooooo**—Unlock Ric Flair  
**Ryder&HawkinsTagTeam**—Unlock Zack Ryder and Curt Hawkins  
**PlayAsJillianHall**—Unlock Jillian Hall  
**Unl0ckECMDivaLayla09**—Unlock Layla  
**VincEcmMahonNoChance**—Unlock Mr. McMahon  
**Unl0ckSnitskySvr2009**—Unlock Snitsky  
**Unl0ckECWTagZsSvr2009**—Unlock Tazz  
**BoogymEatsWorms1**—Unlock Boogym  
**HornswoggleAsManager**—Unlock Hornswoggle non-playable manager  
**SatNightMainEventSvr**—Unlock Saturday Night's Main Event Arena  
**AltJerichoModelSvr09**—Unlock Chris Jericho costume B  
**CM PunkAltCostumeSvr**—Unlock CM Punk costume B  
**BooyakaBooyaka619Svr**—Unlock Rey Mysterio 2P costume





# Xbox 360 tips

## AMPED 3

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

Super spins—X, X, X, X, Y, Y, Y, X

## AVATAR: THE LAST AIRBENDER

### THE BURNING EARTH

#### Passwords

From the main menu, select the left arrow, then choose "Code Entry" and enter the following codes:

6 5 0 4 9—Unlock Unlimited Health

6 6 2 0 6—Unlock Unlimited Special Attacks

8 9 1 2 1—Unlock Max. Level

2 8 2 6 0—Unlock 1 Hit Dishonor

9 0 2 1 0—Unlock Double Damage

## BAJA: EDGE OF CONTROL

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

S U P E R M A X—Install all parts

S H O W T I M E—Complete career 100%

## BATTLEFIELD: BAD COMPANY

### Unlock All Weapons

Choose "Multiplayer" from the main menu, then select "Unlocks" and enter the following codes by accessing the "Redeem Code" option:

y o u r 3 m y n e x t t 4 r g e t—Unlock QBU88

t r y 4 n d r u n f 0 r c o v 3 r—Unlock M60

c o v 3 r i n g t h e c o r n 3 r—Unlock Uzi

## BATTLESTATIONS: MIDWAY

### Unlock All Missions, Challenges and Movies

Choose "U.S. Campaign" from the "Single Player" menu. At the "Select Mission" screen, hold LT + LB + RT + RB and press X.

## THE BOURNE CONSPIRACY

### Passwords

Select the "Cheats" option from the main menu, then enter either of the following passwords to unlock the corresponding weapon improvements:

a l w a y s a n o b j e c t i v e—Automatic Shotgun

R e p l a c e S e m i - A u t o s—Replace Semi-Autos

W h a t t h e y m a k e y o u g i v e—Light Machine Guns

S i l e n c e r s—Silencers



## BULLY: SCHOLARSHIP EDITION

### Cheat Codes

Enter the following codes on a second controller at any time during gameplay:

Gain health—Hold LB and press RT, RT, RT

Infinite ammo—Hold LB and press Up, Down, Up, Down

All weapons and items—Hold LB and press Up, Up, Up

All Gym Grapples—Hold LB and press Up, Left, Down, Down, Y, X, A, A

All Hobo Moves—Hold LB and press Up, Left, Down, Right, Y, X, A, B

Add \$100—Hold LB and press Y, X, B, A

## CALL OF DUTY 2

### Unlock All Levels

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y. You'll hear a sound to confirm that you have entered the code correctly and all of the levels will be unlocked.



## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold BACK and press Right, Right, Left, Left, X, X. All Chapters will now be unlocked.

## CONDEMNED: CRIMINAL ORIGINS

### Unlock All Levels

Create a new Gamer Profile with the name Showfighter on your Xbox 360 and sign in to this profile and choose "Load Chapter" from the main menu and you'll be able to select any level.

## CONDEMNED 2: BLOODSHOT

### Unlock All Bonus Images

Create a new profile on your Xbox 360 and name it "ShovelFighter". Start the game with this profile logged in and you'll have access to all of the bonus images, accessible from the main menu by selecting "Extras" and then "Unlockables."

## CRASH: MIND OVER MUTANT

### Cheat Codes

Pause the game, then hold RT and enter these codes on the D-pad. You must enter the codes very quickly or they may not work.

Shadow Crash—Left, Right, Left, Right

Attacks freeze enemies—Down, Down, Down, Up

Enemies drop quad damage—Up, Up, Left

Enemies drop special fruit—Up, Down, Down, Up

Enemies drop Wumpa fruit—Right, Right, Right, Up

Enlarged body parts—Left, Left, Left, Down



## CRASH OF THE TITANS

### Cheat Codes

At any time during the game, press START to pause, then hold RT at the pause screen and enter the following codes:

Big head Crash—X, X, Y, A

Shadow Crash—Y, X, Y, A

## THE DARKNESS

### Passwords

Enter the following passwords at any in-game tele-phone booth.

555-4263—GameStop Darkling (2K Sports)

555-5664—European Retailer Darkling (Golfier)

## DEAD SPACE

### Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes at the pause screen. You will hear a confirmation tone each time a code is entered correctly. Note: Most of these codes can only be used one time.

Increase oxygen—X, X, Y, Y, Y

Stasis refill—X, Y, Y, X, Y

Two power nodes—Y, X, X, X, X, Y

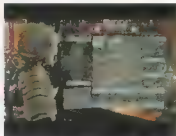
Five power nodes—Y, X, Y, X, X, X, Y, X, X, X, Y

1,000 credits—X, X, X, X, X

2,000 credits—X, X, X, X, Y

5,000 credits—X, X, X, X, Y

10,000 credits—X, Y, Y, Y, X, X, Y



## DEF JAM: ICON

### Unlock Fat Joe

At the title screen, wait until the words "Press Start" appear at the bottom of the screen, then press B, Up, Right, Left, Y. You'll hear a sound to confirm that the code has been entered correctly.

## FULL AUTO

### Unlock All Vehicles, Tracks and Weapons

From the Xbox 360 Dashboard, create a new Gamertag named "magician". Start up Full Auto while signed in to this Gamertag and all tracks, vehicles and weapons will be unlocked in all game modes.

## THE GODFATHER: THE GAME

### Cheat Codes

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, X, Left Thumbstick. You'll hear a sound to confirm that the movies have been unlocked.

## GRAND THEFT AUTO IV

### Cheat Codes

Enter the following codes on Niko's cell phone at any time during the game. Note that some of these cheats will disable certain Achievements.

3 6 2 - 5 5 5 - 0 1 0 0—Health

4 8 6 - 5 5 5 - 0 1 5 0—Weapon assortment #1

4 8 6 - 5 5 5 - 0 1 0 0—Weapon assortment #2

4 8 2 - 5 5 5 - 0 1 0 0—Health and weapons

2 6 7 - 5 5 5 - 0 1 0 0—Lower "wanted" level

2 6 7 - 5 5 5 - 0 1 5 0—Raise "wanted" level

4 6 8 - 5 5 5 - 0 1 0 0—Change weather conditions

3 5 9 - 5 5 5 - 0 1 0 0—Annihilator (attack chopper) appears

9 3 8 - 5 5 5 - 0 1 0 0—Jetmax (speedboat) appears

6 2 5 - 5 5 5 - 0 1 0 0—NRG-900 (motorcycle) appears

6 2 5 - 5 5 5 - 0 1 5 0—Sanchez (dirt bike) appears

2 2 7 - 5 5 5 - 0 1 0 0—FIB Buffalo sedan appears



227-555-0175—Comet sports car appears  
 227-555-0147—Turismo sports car appears  
 227-555-0142—Cognoscenti sedan appears  
 227-555-0168—Super GT sports car appears

#### GRID

##### Unlock Cars

Choose "Options" from the main menu, then select "Bonus Codes" and enter any of the following codes:

t u n 5 8 3 9 6—Unlock all Drift Cars  
 m u s 5 2 7 9—Unlock all Drift Cars  
 f 9 8 5 7 3 7—Unlock Buchbinder Emotional Engineering BMW 320i  
 m 3 8 5 7 2 3 4 3—Unlock Micromania Pagani Zonda R  
 p 4 7 2 0 3 8 4 5—Unlock Playcom Aston Martin  
 g 2 9 7 8 2 6 5 5—Unlock Gamestation BMW 320i

#### GUITAR HERO: WORLD TOUR

##### Cheat Codes

Select "Cheats" from the Options menu and choose "Enter new cheat." Enter the following codes by using the color-coded fret buttons on the guitar controller (you do not need to strum) or by hitting the color-coded pads on the drum controller. All cheats except the ones with an exclamation mark (!) will need to be activated in the Cheats menu in order to see the effects. Scroll up and down to view the list of unlocked cheat settings (several of them have more than two options).

Quickplay Songs—Blue, Blue, Red, Green, Green, Blue, Yellow (Note: This cheat will unlock all songs except "Pull Me Under" in Quickplay. It will not affect the game progress and the unlocking scheme—including Achievements—in Career mode.)  
 Nick!—Green, Red, Blue, Green, Red, Blue, Blue, Green

Johnny Viper!—Blue, Red, Blue, Blue, Yellow, Yellow, Green

Rinal!—Blue, Red, Green, Green, Yellow, Yellow, Yellow, Green

Aaron Steele!—Blue, Red, Yellow, Yellow, Yellow, Yellow, Green

AT&T Ballpark—Yellow, Green, Red, Red, Green, Blue, Red, Yellow

Air Instruments—Red, Red, Blue, Yellow, Green, Green, Yellow (Note: This cheat will not work with the Invisible Rocker cheat.)

Invisible Rocker—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green (Note: This cheat will not work with the Air Instruments cheat.)

Performance Mode (notes are not displayed)—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red, Hyperspeed ("Hyperguitar," "Hyperbass" and "Hyperdrums" options unlocked in the Cheats menu)—Green, Red, Yellow, Yellow, Red, Green, Green, Auto Kick (auto bass drum for drums)—Yellow, Green, Red, Blue, Blue, Blue, Red (Note: High scores will be disabled when this cheat is on. It will also not function during online play. Achievements will also be disabled.)

Always Slide—Green, Green, Red, Red, Yellow, Red, Yellow, Blue (Note: High scores will be disabled when this cheat is on. It will also not function during online play. Achievements will also be disabled.)  
 Gem Color—Blue, Red, Red, Green, Red, Green, Red, Yellow

Flame Color—Green, Red, Green, Blue, Red, Red, Blue, Yellow

Star Color—Red, Red, Yellow, Red, Blue, Red, Red, Blue

Vocal Fireball—Red, Green, Green, Yellow, Blue, Green, Yellow, Green

Extra Line 6 Tones! [Extra effects for the Recording Studio]—Green, Red, Yellow, Blue, Red, Yellow, Blue, Green

#### HALO 3

##### Cheat Codes

At any time during a local match or theater replay, press and hold any of the following button combinations for three seconds to activate (or deactivate) the corresponding effect:

Hide weapons—LB + RB + Left Thumbstick + A + Show

Speed Coordinates—LB + RB + Left Thumbstick + A + Up

Toggle panoramic camera while "Show Coordinates" code is active—Left Thumbstick + Right Thumbstick + Left



#### IKARUGA (Xbox Live Arcade)

##### Infinite Continues

For every hour of play time, one continue is added to your maximum continues. If you simply play the game for more than eight hours, you'll unlock unlimited continues.

#### LEGO BATMAN: THE VIDEOGAME

##### Unlock Codes

Locate the Bat Computer in the Batcave, then select "Enter Code" and enter the following codes:

W Y D S C—Invincibility  
 H J H 7 H J—Regenerate hearts  
 J X U D Y 6—Immune to freeze  
 N 8 J Z E K—Armour plating  
 M L 3 K H P—Extra hearts  
 E W A W 7—Extra toggle  
 J R B D C B—Fast Batarangs  
 G H J 2 D Y—Fast build  
 R M 4 P R B—Fast grapple  
 E V G 2 6 J—Faster pieces  
 Z O L M 6 N—Fast walk  
 D 8 N Y W H—Flaming Batarangs  
 X P N 4 N G—Freeze Batarangs  
 T L 3 E K T—Area effect  
 X W P 6 4 5—More Batarang targets  
 T N T N 6 B—More Detonators  
 X G H 9 J—Minikit detector  
 K H J 5 4 4—Piece detector  
 M M N 7 8 6—Power Brick detector  
 B B D 7 Y—Slam  
 L K 2 D Y 4—Stud magnet  
 D Y 1 3 B D—Character studs  
 T H 1 4 X—Sonic pain  
 M V 7 5 9—Nightwing  
 J K R 3 3 1—Batgirl  
 N Y U 9 4 2—Man-Bat  
 M 1 A A W B—Catwoman (Classic)  
 C C B 1 9 9—The Joker (Tropical)  
 J C A 2 8 3—Mad Hatter



#### LEGO INDIANA JONES THE ORIGINAL ADVENTURES

##### Passwords

Enter these passwords on the chalkboard in the Classroom of the University. Unlocked characters will become available for purchase in the Library. Unlocked Extras are immediately available from the pause menu.

V I K E D 7—(Extras) Artifact Detector  
 V N F 5 9 Q—(Extras) Beep Beep  
 V I E 5 2 R—(Extras) Character Treasure  
 V K R N 5 9—(Extras) Disarm Enemies  
 4 I D 1 1 K—(Extras) Disguises  
 V 8 3 1 O—(Extras) Fast Build  
 F 7 8 R 5 6—(Extras) Fast Dig  
 J 3 5 W 5 6—(Extras) Fast Fix  
 B 1 G W 1 F—(Extras) Fertilizer

3 3 G M 7 J—(Extras) Ice Rink  
 V U T 6 7 3—(Extras) Parcel Detector  
 W W Q 1 5 A—(Extras) Pot Treasure  
 M D P 6 9—(Extras) Regenerate Hearts  
 3 X 4 4 A A—(Extras) Secret Characters  
 3 H E 8 5 H—(Extras) Silhouettes  
 V N 3 R 7 5—(Extras) Super Scream  
 O P 1 T 4 5—(Extras) Super Slap  
 H 8 6 L A 2—(Extras) Treasure Magnet  
 V 1 3 P 5 8—(Extras) Treasure x10  
 C H N 3 Y U—Belloq  
 V 1 8 5 0—Indiana Jones (Officer)  
 4 1 8 5 4 M—Indiana Jones (Desert Disguise)  
 1 3 N 5 0 1—Major Toht

#### LOST PLANET: EXTREME CONDITION

##### Cheat Codes

At any time during gameplay in a Campaign game, pause the game and enter any of the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)

Infinite health—Down, Down, Down, Up, Y, Up, Y, Up, Y, Up, Up, Down, X, Down, X, Down, X, Left, Y, Right, X, Left, Y, Right, X, RB + LB  
 Infinite ammunition—RT, RB, Y, X, Right, Down, Left, LB, RT, RB, Y, X, Right, Down, Left, LB, RT, RT, LT, LB, RB, Y, Left, Down, X, RB + LB  
 Earn 500 Thermal Energy—Up, Up, Down, Down, Left, Right, Left, Right, X, Y, RB + LB  
 Control Camera During Cutscenes  
 During any cutscene, press B, A, X, Y, B, A, X, Y, B, A, X, Y. You won't see any confirmation that the code is in place, but you will be able to use the left analog stick to move the camera around.

#### MAJOR LEAGUE BASEBALL 2K7

##### Cheat Passwords

Select "My 2K7" from the main menu, then choose "Enter Cheat Code" and enter any of the following case-sensitive passwords:  
 mightynick—Unlock Mighty Nick cheat  
 triplecrown—Unlock Triple Crown cheat  
 m4murder—Unlock Big Blast cheat  
 phmante—Unlock Pinch Hit Mick cheat  
 Derek Jeter—Unlock most cheats  
 Game On—Unlock all extras

#### MEDAL OF HONOR: AIRBORNE

##### Cheat Codes

At any time during gameplay, hold LB + RB and press X, B, Y, A, A to bring up the Cheat menu. Now enter the following codes at the Cheat menu:  
 Refill health—Y, X, X, Y, A, B  
 Infinite ammo—Hold LB + RB and press B, B, Y, X, A, Y

#### NARUTO: THE BROKEN BOND

##### Secret Character

Enter the following code at the character-select screen:  
 Unlock Demon Fox Naruto—X, X, Y, Y, X, Y, X, Y, X, X, X

#### NEED FOR SPEED: UNDERCOVER

##### Cheat Codes

Choose "Options" from the pause menu, then select "Secret Codes" and enter any of the following cheats:  
 \$ E D S O C—Earn 10,000 in-game currency  
 S I D 3 K 1 C K—Earn 15,000 in-game currency  
 0 ; 5 M 2 ; Unlock Die-Cast Lexus IS F bonus car  
 ? P ; C O L—Unlock Die-Cast Nissan 240SX (13) bonus car  
 I 2 O D B J—Unlock Die-Cast Volkswagen R32 bonus car  
 - K J 3 = E—Unlock Need For Speed.Com Lotus Elise bonus car



) B 7 @ B = —Unlock Die-Cast BMW M3 E92 bonus car  
 > 8 P : I ; —Unlock Die-Cast Porsche 911 Turbo  
 Need For Speed Shelby Terlingua—Unlock  
 Shelby Terlingua Kit bonus car

#### NHL 08

##### Password

Choose "My NHL 08" at the main menu, then select "RBK Edge" and enter the following password:  
 h 3 o y x p w k s f 8 i b c g t—Unlock the RBK Edge jerseys

#### PRINCE OF PERSIA

##### Unlock Bonus Skins

Choose "Extras" from the main menu, then select "Skin Manager" and enter the following code:  
 5 2 5 8 5 8 5 4—Unlock "Sands of Time Prince" and "Farah-Soft" skins

#### RATATOUILLE

##### Cheat Codes

Select "Cheats" from the main menu and enter any of the following codes:  
 M A T T E L M E—Unlock all minigames  
 S P E E D Y—Infinite dash



#### ROCK BAND

##### Cheat Code

Enter the following code by pressing the appropriate colored buttons on the guitar controller at the main title screen (when the words "Press Start" appear). Note: This code disables the ability to save the game.  
 Unlock all songs—Red, Yellow, Blue, Red, Red, Blue, Blue, Red, Yellow, Blue

#### ROCK BAND 2

##### Unlock Codes

Choose "Modify Game" from the Extras menu, then select "Enter Unlock Code" and enter any of the following codes. Once unlocked, the codes can be toggled on or off at the Modify Game menu.  
 Unlock all songs—Red, Yellow, Blue, Red, Red, Blue, Blue, Red, Yellow, Blue  
 Select venue screen—Blue, Orange, Orange, Blue, Yellow, Blue, Orange, Orange, Blue, Yellow  
 New venues only—Red, Red, Red, Red, Yellow, Yellow, Yellow  
 Awesome detection—Yellow, Blue, Orange, Yellow, Blue, Orange, Yellow, Blue, Orange  
 Performance mode—Blue, Blue, Red, Red, Yellow, Yellow, Blue, Blue  
 Stage mode—Blue, Yellow, Red, Blue, Yellow, Red, Blue, Yellow, Red

#### RUMBLE ROSES XX

Swap Characters' Intro Music and Dance Themes  
 At the "Vs." screen just before the match starts, hold LT and press A; the characters' intro themes will swap when the match starts.

#### SAINTS ROW

##### Cheat Codes

At any time during gameplay, pause the game to bring up the pause menu and press either LT or RT until you reach the "Phone" menu. Enter any of the following codes to unlock the desired cheat; you can then toggle the cheat on or off by entering the "Cheats" menu on the phone.  
 # 3 8 5 4 3 2 5 8 4—Full Health cheat  
 # 6 6 3 9—Give Cash cheat  
 # 1 0—Wrath of God cheat  
 # 2 6 6—Infinite Ammo cheat  
 # 7 7 7 4 6 8—Infinite Spirit cheat  
 # 6 6 2 6 7 7—No Cop Notoriety cheat  
 # 6 6 4 2 6 4 7—No Gang Notoriety cheat

#### SHREK THE THIRD

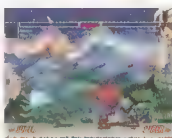
##### Earn 10,000 Gold Coins

Choose "Gift Shop" from the main menu. Once inside the Gift Shop, press Up, Up, Down, Up, Right, Left to earn 10,000 gold coins.

#### SUPER STREET FIGHTER II TURBO HD REMIX

##### Play as Akuma

To select Akuma in Arcade mode, first select Guile and then press Up. To play as Akuma in Vs. mode, select E. Honda and press Up.



#### TIGER WOODS PGA TOUR 05

##### Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter the following passwords:  
 v i c t o r y—Unlock Vijay Singh in all Game Modes  
 i s i n t h e g a m e—Unlock all golfers  
 e y e c a n d y—Unlock all courses  
 g o l d e n b e a r—Unlock Nicklaus brand items in the Pro Shop  
 g o l f i s f u n—Unlock EA Sports Gold Collection ball club  
 u s 1 1—Unlock all gold clubs

#### TIGER WOODS PGA TOUR 07

##### Cheat Password

Press LB at the main menu, then select "Password" from the options menu and enter the password "tengallonhat" to give the crowd big heads.

#### TIMESHIFT

##### Cheat Code

Select "Multiplayer" from the main menu, then choose "Model" and press Left on the D-pad to select Krone, who will be locked. Now press Y and enter the password "RXYMCPENCJ" to unlock Krone's multiplayer model.

#### TMNT

##### Cheat Codes

At the main menu, hold LB and enter any of the following codes. After entering a code, release LB; you will hear a distinct confirmation sound if you have entered the code correctly.  
 Unlock Challenge Map 2—A, A, B, A  
 Unlock Don's Big Head Goodie—B, Y, A, X

#### TOM CLANCY'S ENDWAR

##### Cheat Codes

Choose "Community" from the main menu, then select "Extras," highlight the "Downloadable Content" option and press Y to bring up a text entry menu. Use it to enter the following passwords:  
 E U C A 2 0—Unlock new EFFC battalion  
 J S F A 3 5—Unlock new JSF battalion  
 S P Z T 1 7—Unlock new Spetznaz battalion  
 S P Z A 3 9—Unlock new Spetznaz battalion



#### TOM CLANCY'S GHOST RECON

##### ADVANCED WARRIOR

Unlock All Missions in Campaign Mode  
 Choose "Missions" from the Campaign menu. At the Missions menu, hold LT + RT + BACK and press Y, RB, Y, RB, X.  
 Cheat Codes  
 At any time during gameplay, pause the game, then hold LT + RT + BACK and enter the following codes:  
 Invincibility—Y, Y, RB, X, LB  
 Team Invincibility—X, X, Y, RB, Y, LB  
 Infinite ammo—RB, RB, LB, X, LB, Y  
 Restore Mitchell's health—LB, RB, X, RB, Y

#### TOM CLANCY'S RAINBOW SIX: VEGAS

##### Cheat Codes

At any time during gameplay, pause the game, hold LB and enter any of the following codes:  
 Enable third-person mode—X, B, X, B, Left Thumbstick, Left Thumbstick, Y, A, Y, A, Right Thumbstick, Right Thumbstick  
 Enable giant head mode—B, X, A, Y, Left Thumbstick, Y, A, X, B, Right Thumbstick  
 Enable one-shot/one-kill mode—Left Thumbstick, Left Thumbstick, Left Thumbstick, Right Thumbstick, A, B, Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, X, Y

#### TOM CLANCY'S RAINBOW SIX: VEGAS 2

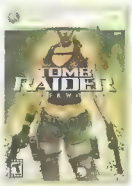
##### Pause Menu Cheats

At any time during gameplay, pause the game, hold RB and enter any of the following codes:  
 G.I. John Doe Mode—Left Thumbstick, Left Thumbstick, A, Right Thumbstick, Right Thumbstick, B, Left Thumbstick, Left Thumbstick, X, Right Thumbstick, Right Thumbstick, Y  
 Super Ragdoll Mode—A, A, B, B, X, X, Y, Y, A, B, X, Y  
 Third Person Mode—X, B, X, B, Left Thumbstick, Left Thumbstick, Y, A, Y, A, Right Thumbstick, Right Thumbstick  
 Outfitting Menu Cheat  
 Enter the following code at the Outfitting screen:  
 Unlock T.A.R. 21 assault rifle—Hold RB and press Down, Down, Up, X, B, X, B, Y, Up, Y, Up, Y

#### TOMB RAIDER: UNDERWORLD

##### Cheat Codes

At any time during gameplay, hold LT and enter the following codes. You'll hear a faint chime to confirm each time you enter a code correctly.  
 Invincibility—A, RT, Y, RT, X, LB  
 One-shot kills—X, B, A, LB, RT, Y  
 Show enemy health—Y, A, Y, X, LB, B



#### TONY HAWK'S AMERICAN WASTELAND

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.  
 g r i n d x p e r t—Perfect rail balance  
 h i t h a r d l e—Perfect skitch balance  
 2 w h e e l s—Perfect manual balance  
 2 t h e m o o n—Moon gravity

#### WWE SMACKDOWN VS. RAW 2009

##### Cheat Code

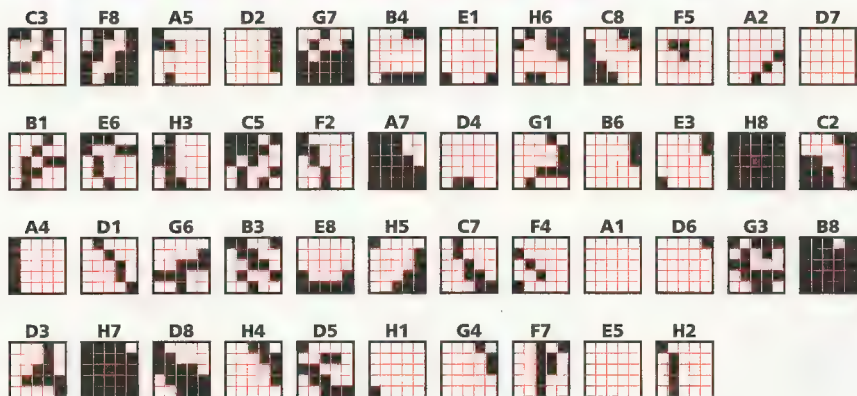
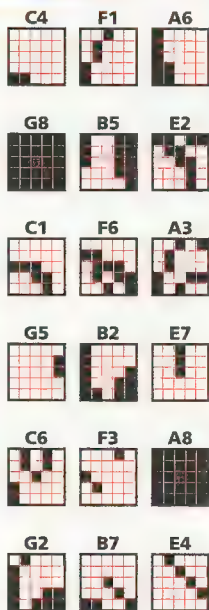
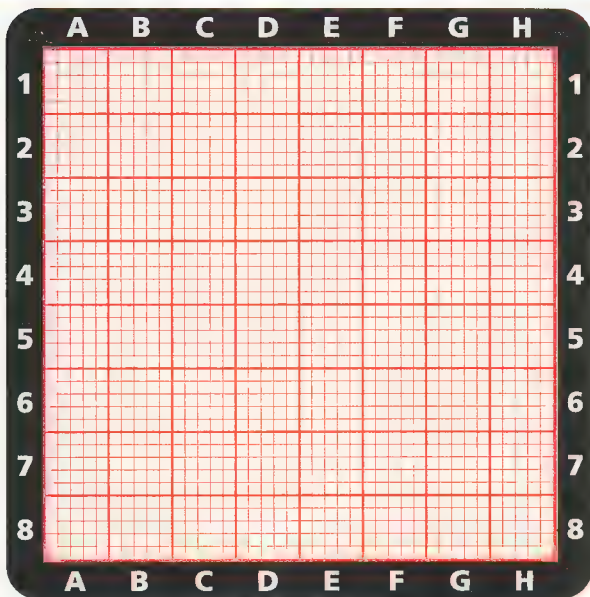
Choose "My WWE" from the main menu, then select "Options" and use the "Cheat Code" option to enter each of the following codes:  
 FairWo0000000000000—Unlock Ric Flair  
 Ryder&HawkinsTagTeam—Unlock Zack Ryder and Curt Hawkins  
 PlayAsJillianHallSvR—Unlock Jillian Hall  
 UnlockECWDivalaya09—Unlock Layla  
 VinceMcMahonNoChance—Unlock Mr. McMahon  
 UnlockSnitskySvR2009—Unlock Snitsky  
 UnlockECWTazSvR2009—Unlock Taz  
 BoogeymanEatsWorms!—Unlock Boogeyman  
 HornswoggleAsManager—Unlock Hornswoggle non-playable manager  
 SatNightMainEventSvR—Unlock Saturday Night's Main Event Arena  
 AltJerichoModelSvR09—Unlock Chris Jericho costume B  
 CMPunkKaltCostumeSvR!—Unlock CM Punk costume  
 BooyakaBooyaka619SvR—Unlock Rey Mysterio 2P costume



# TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our special feature: *Tips & Tricks Pencil Puzzles*! It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery...

## Pencil Puzzles





# Directions

## STEP 1



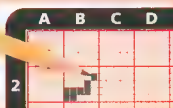
Pick one of the squares and examine its coordinates.

## STEP 2



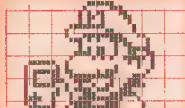
Find the spot on the large grid with those coordinates.

## STEP 3

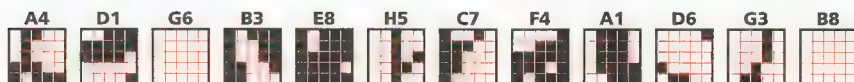
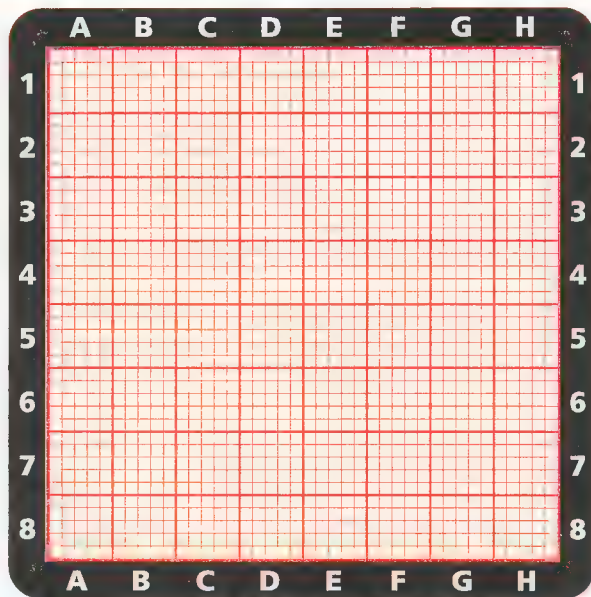
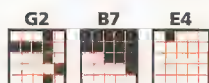


Fill in the squares on the large grid the same way.

## STEP 4



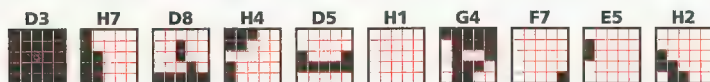
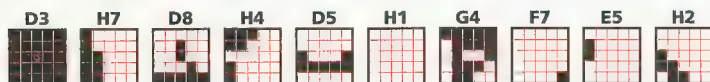
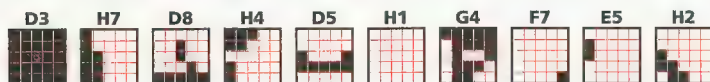
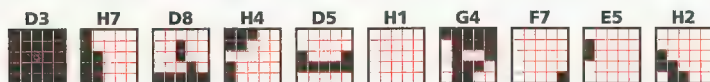
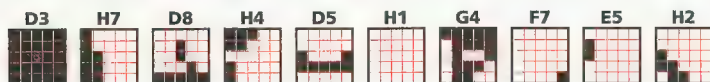
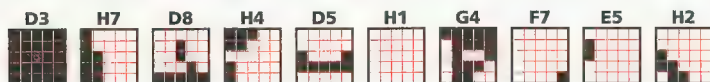
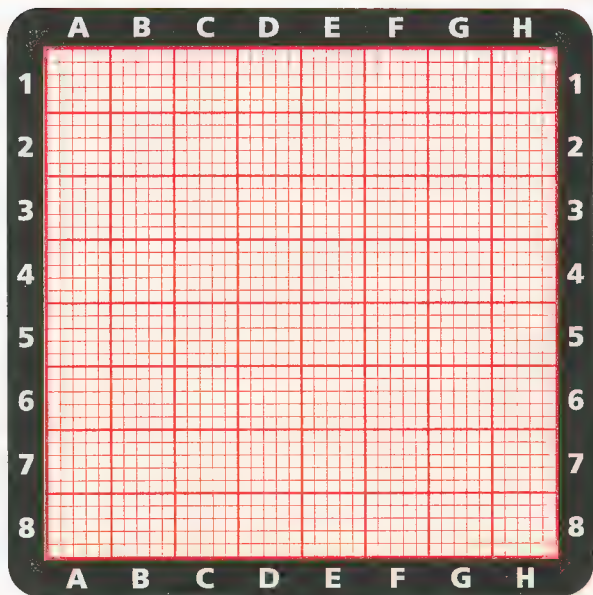
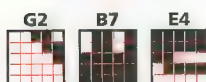
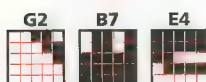
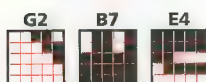
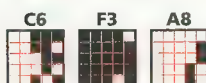
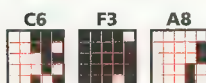
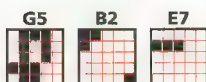
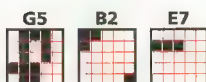
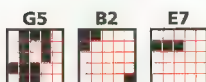
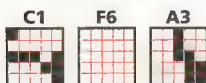
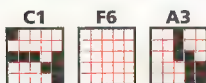
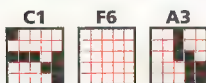
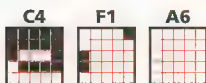
Repeat the process until the secret picture is revealed.





# TIPS & TRICKS®

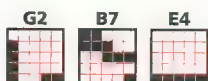
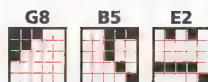
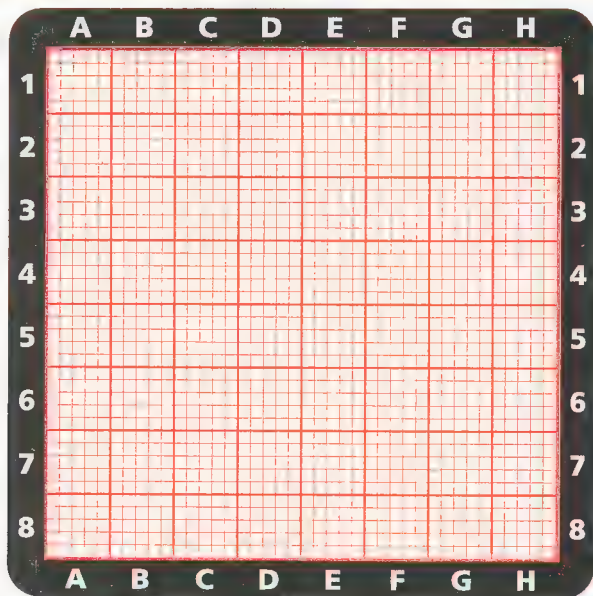
## Pencil Puzzles





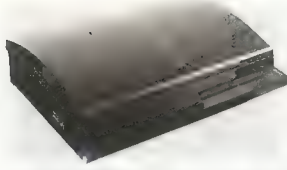
## TIPS &amp; TRICKS®

## Pencil Puzzles





# PlayStation 3 tips



## BAJA: EDGE OF CONTROL

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:  
**SUPERMAMA**—Install all parts  
**SHOOTTIME**—Complete career 100%

## BATTLEFIELD: BAD COMPANY

### Unlock Multiplayer Weapons

Choose "Multiplayer" from the main menu, then select "Unlocks" and enter the following codes by accessing the "Redeem Code" option:  
**your3mynextt4get**—Unlock QBU88  
**try4ndrunf0rc0v3r**—Unlock M60  
**c0v3ringthec0rn3r**—Unlock Uzi

## BLAZING ANGELS: SQUADRONS OF WWII

### Main Menu Cheat

At the main menu, hold **L2 + R2** and press **□, L1, R1, △, △, R1, L1, □** to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

### Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:  
**God mode**—Hold **L2** and press **□, △, △, △, release L2**, then hold **R2** and press **□, △, △, △**  
**Increase damage**—Hold **L2** and press **L1, L1, R1, release L2**, then hold **R2** and press **R1, R1, L1**

## THE BOURNE CONSPIRACY

### Passwords

Select "Cheats" at the main menu, then enter the following passwords to unlock improved weapons:  
**alwayasnobjective**—Automatic Shotguns  
**Regala Semi-Autos**  
**Whatttheymakeyogive**—Light Machine Guns have Silencers

## BROTHERS IN ARMS: HELL'S HIGHWAY

### Cheat Codes

Choose "Options" from the main menu, then select "Enter Code" and enter the following codes:  
**02ND R B I C R A**—All Recon Points  
**H19WTPXSUK**—Bonus multiplayer character  
**SH2VYIVNZF**—Kilroy Alert

## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold **SELECT** and press **Right, Right, Left, Left, □, □**.

## DEAD SPACE

### Cheat Codes

Enter any of the following codes at the pause screen. You'll hear a tone each time a code is entered correctly. Note: Most of the codes can only be used once.  
 Increase oxygen—**□, □, △, △, △**  
 Stasis refill—**△, □, △, △, □, △**  
 Two Power Nodes—**△, □, □, △, □, △, □, △, □, △**  
 Five Power Nodes—**△, □, △, □, △, □, △, □, △, □, △**  
 1,000 credits—**□, □, △, △, □, □**  
 2,000 credits—**□, □, △, △, □, △**  
 5,000 credits—**□, □, △, △, □, △, □, △**  
 10,000 credits—**□, □, △, △, □, △, □, △, □, △**



## DEF JAM: ICON

### Unlock Fat Joe

At the title screen, wait until the words "Press Start" appear at the bottom of the screen, then press **□, Up, Right, Left, □**. You'll hear a sound to confirm that the code has been entered correctly.

## FIGHT NIGHT: ROUND 3

### Cheat Code

Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Create Champ Info" section, enter **NEWVIEW** as your character's first name to unlock all venues in Play Now mode.

## FULL AUTO 2: BATTLELINES

### Cheat Codes

Choose "Settings" from the main menu, then select "Extras" and access the "Cheat Codes" option to enter the following passwords:  
**10EGCUSTOMER**—Unlock Sceptre vehicle and Mini-Rockets in Arcade mode  
**5FINGERDUST**—Unlocks the Vulcan and Flamethrower



## THE GODFATHER: THE GAME

### Cheat Codes

At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:  
**Refill health**—**Left, □, Right, △, Right, L3**  
**Refill ammunition**—**Left, △, Right, □, R3**  
**Earn \$5,000**—**□, □, △, □, △, L3**  
**Unlock All Movies in the Film Archive**  
 At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press **△, □, △, □, L3**. You'll hear a sound to confirm that the movies have been unlocked.

## GRAND THEFT AUTO IV

### Cheat Codes

Enter the following codes on Niko's cell phone at any time during the game. Note that some of these cheats will disable certain Achievements.

- 62-555-0100—Health
- 486-555-0150—Weapon assortment #1
- 486-555-0100—Weapon assortment #2
- 482-555-0100—Health and weapons
- 267-555-0100—Lower "wanted" level
- 267-555-0150—Raise "wanted" level
- 468-555-0100—Change weather conditions
- 359-555-0100—Annihilator (attack chopper) appears
- 938-555-0100—Jetmax (speedboat) appears
- 625-555-0100—NRG-900 (motorcycle) appears
- 625-555-0150—Sanchez (dirt bike) appears
- 227-555-0100—FIB Buffalo sedan appears
- 227-555-0175—Comet sports car appears
- 227-555-0147—Turismo sports car appears
- 227-555-0142—Cognoscenti sedan appears
- 227-555-0168—Super GT sports car appears



## GRID

### Unlock Cars

Choose "Options" from the main menu, then select "Bonus Codes" and enter the following codes:  
**tun58396**—Unlock all Drift Cars  
**m598279**—Unlock all Drift Cars  
**p93857372**—Unlock Buchdiner Emotional Engineering BMW 320si  
**p47203845**—Unlock Play.com Aston Martin  
**m38572343**—Unlock Micromania Pagani Zonda R  
**g29782655**—Unlock Gamestation BMW 320si

## GUITAR HERO: WORLD TOUR

### Cheat Codes

Select "Cheats" from the Options menu and choose "Enter new cheat." Enter the following codes by using the color-coded fret buttons on the guitar controller (you do not need to strum) or by hitting the color-coded pads on the drum controller. All cheats except the ones with an exclamation mark (!) will need to be activated in the Cheats menu in order to see the effect(s). Scroll up and down to view the list of unlocked cheat settings (several of them have more than two options).



Quickplay Songs—**Blue, Blue, Red, Green, Green, Blue, Blue, Yellow** (Note: This cheat will unlock all songs except "Pull Me Under" in Quickplay. It will not affect the game progress and the unlocking scheme in Career mode)  
**Nick!**—**Green, Red, Blue, Green, Red, Blue, Blue, Green**  
**Johnny Viper!**—**Blue, Red, Blue, Blue, Yellow, Yellow, Yellow, Green**  
**Rinal!**—**Blue, Red, Green, Green, Yellow, Yellow, Yellow, Green**  
**Aaron Steele!**—**Blue, Red, Yellow, Yellow, Yellow, Yellow, Yellow, Green**  
**AT&T Ballpark!**—**Yellow, Green, Red, Red, Green, Blue, Red, Yellow**  
**Air Instruments!**—**Red, Red, Blue, Yellow, Green, Green, Yellow** (Note: This cheat will not work with the Invisible Rocker cheat)  
**Invisible Rocker!**—**Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green** (Note: This cheat will not work with the Air Instruments cheat)  
**Performance Mode** (notes are not displayed)—**Yellow, Yellow, Blue, Red, Blue, Green, Red, Red**  
**Hyperspeed** ("Hyperguitar," "Hyperbass" and "Hyperdrums" options unlocked in the Cheats menu)—**Green, Blue, Red, Yellow, Yellow, Red, Green, Green, Auto Kick** (auto bass drum for drums)—**Yellow, Green, Red, Blue, Blue, Blue, Red**  
**Always Slide!**—**Green, Green, Red, Red, Yellow, Red, Yellow, Blue**  
 \* High scores will be disabled when these cheats are on. They will also not function during online play.  
**Gern Color!**—**Blue, Red, Red, Green, Red, Green, Red, Yellow**  
**Flame Color!**—**Green, Red, Green, Blue, Red, Red, Yellow, Blue**  
**Star Color!**—**Red, Red, Yellow, Red, Blue, Red, Red, Blue**  
**Vocal Fireball!**—**Red, Green, Green, Yellow, Blue, Green, Yellow, Green**  
**Extra Line 6 Tones!** (Extra effects for the Recording Studio)—**Green, Red, Yellow, Blue, Red, Yellow, Blue, Green**

# LAIR

## Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter the following case-sensitive codes:  
 k o e l s c h—Unlocks Stables option on the Mission Select screen  
 c h i c k e n—Chicken Curry video  
 6 8 6 F 7 4 2 0 6 3 6 F 6 6 6 6 6 6 5—Hot Coffee video

# LEGO BATMAN: THE VIDEOGAME

## Unlock Codes

Locate the Bat Computer in the Batcave, then select "Enter Code" and enter the following codes:  
 W Y D 5 C P—Invincibility  
 H J H 7 H J—Regenerate hearts  
 J X U D Y 6—Immune to freeze  
 N B J Z E K—Armour plating  
 M L K 3 H P—Extra hearts  
 E W A W 7—Extra toggle  
 R B D C B—Fast Batarangs  
 G H J 2 D—Fast build  
 R M 4 P R 8—Fast grapple  
 E V G 2 6 J—Faster pieces  
 Z O L M 6 N—Fast walk  
 D 8 N Y W H—Flaming Batarangs  
 X P N 4 N G—Freeze Batarangs  
 T L 3 E K T—Area effect  
 X W P 6 4 5—More Batarang targets  
 T N T N 6 B—More Detonators  
 Z X G H 9 J—Minitik detector  
 K H J 5 4 4—Power detector  
 M M N 7 8 6—Power Brick detector  
 B B D 7 B Y—Slam  
 L K 2 D Y 4—Stud magnet  
 D Y 1 3 B D—Character studs  
 T H T L 4 X—Sonic pain  
 1 8 H W 0 7—Score x10  
 9 L R G N B—Always score multiply  
 T Q 0 9 K 3—Decoy  
 G E C 3 M D—Disguise  
 K L K 4 G—Ice Rink  
 I C Y I C E—Mr. Freeze's Iceberg  
 M V Y 7 5 9—Nightwing  
 J K R 3 3 1—Batgirl  
 B D J 3 2 7—Bruce Wayne  
 Z A Q 6 3 7—Alfred  
 D P P 6 7—Commissioner Gordon  
 N Y U 9 4 2—Man-Bat  
 M 1 A A W W—Catwoman (Classic)  
 C B 1 9 9—The Joker (Tropical)  
 Y U N 9 2 4—Joker Henchman  
 U T F 7 8 2—Joker Goon  
 H J K 3 2 7—Clown Goon  
 C R Y 9 2 8—Riddler Goon  
 X E U 8 2 4—Riddler Henchman  
 H G Y 7 4 8—Fishmonger  
 X V K 5 4 1—Freeze Girl  
 J C A 2 8 3—Mad Hatter  
 N K A 2 3 8—Penguin Goon  
 B J H 7 8 2—Penguin Henchman  
 K J P 7 4 8—Penguin Minion  
 G T B 8 9 9—Poison Ivy Goon  
 N J L 4 1 2—Yeti  
 J Y R 9 8 3—Police Officer  
 H K G 9 8 4—Police Marksman  
 H T F 1 1 4—S.W.A.T.  
 N A V 5 2—Sailor  
 J F L 7 8 6—Scientist  
 P L B 9 4 6—Security Guard  
 M K L 3 8 2—Military Policeman  
 K N T 7 4 8—Bat-Tank  
 L E A 5 6 4—Bruce Wayne's Private Jet  
 H P L 8 2 6—Catwoman's Motorcycle  
 D U S 4 8 3—Garbage Truck  
 G C H 3 2 8—Goon Helicopter

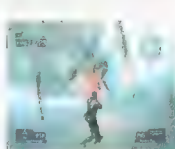


C H P 7 3 5—Harbor Helicopter  
 R D T 6 3 7—Harley Quinn's Hammer Truck  
 H S 0 0 0 W—Mad Hatter's Glider  
 M 4 D M 4 N—Mad Hatter's Steamboat  
 B C T 2 2 9—Mr. Freeze's Kart  
 B T N 2 4 8—Penguin Goon Submarine  
 L J P 2 3 4—Police Bike  
 P L C 9 9 9—Police Boat  
 K J L 8 3 2—Police Car  
 C W R 7 3 2—Police Helicopter  
 M A C 7 8 9—Police Van  
 V D J 3 2 8—Police Watercraft  
 H A H A H A—Riddler's Jet  
 T T F 4 5 3—Riddler's Submarine  
 J U K 6 5 7—The Joker's Van  
 E F R 9 3 3—Two-Face's Armored Truck  
 D W R 2 4 3—Zoo Sweeper

# LOST PLANET: EXTREME CONDITION

## Cheat Codes

At any time during gameplay in a Campaign game, pause the game and enter any of the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)  
 Invulnerability—Down, Down, Down, Up, Δ, Up, Δ, Up, Δ, Up, Up, Down, □, Down, □, Down, □, Left, Δ, Right, □, Left, Δ, Right, □, R1 + L1  
 Unlimited ammunition—R2, R1, Δ, Right, Down, Left, L1, L2, R2, R1, Δ, Right, Down, Left, L1, L2, R2, L1, R1, Δ, Left, Down, □, R1 + L1  
 Gain 500 T-Eng—Up, Up, Down, Down, Left, Right, Left, Right, □, Δ, R1 + L1



# MEDAL OF HONOR: AIRBORNE

## Cheat Codes

Enter the following cheat codes at any time during gameplay. Note: Using these codes will disable your ability to save the game.  
 Restore health to full—Hold L1 + R1 and press □, ○, Δ, X, X, then hold L1 + R1 and press Δ, □, Δ, X, ○  
 Unlimited ammo—Hold L1 + R1 and press □, ○, Δ, X, X, then hold L1 + R1 and press ○, ○, Δ, □, X, X



# MLB 07: THE SHOW

## Main Menu Cheat

Enter the following code at the main menu; you will receive no confirmation that the code has been entered.  
 Unlock Silver Era and Golden Era teams—Left, Up, Right, Down, Down, Left, Up, Down  
 In-Game Cheats  
 At any time during the game, press the START button to pause and enter any of the following codes at the Pause menu; you will receive no confirmation that the code has been entered.  
 All pitches have max. speed—Up, Left, Down, Up, Left, Right, Left, Down  
 All pitches have max. break—Right, Up, Right, Down, Up, Left, Left, Down  
 Big heads—Left, Right, Up, Up, Left, Up, Left  
 Randomized roster—Left, Up, Down, Up, Right, Left, Left, Down

# MOTORSTORM

## Unlock All Races and Vehicles

At the main menu, press and hold L1 + L2 + L3 + R1 + R2 + R3. While continuing to hold all of the buttons down, push the right analog stick Up and simultaneously push the left analog stick Down.

You'll hear a sound to confirm that the code has been accepted.

# Big Head Mode

At any time during gameplay, pause the game, then press and hold L1 + L2 + L3 + R1 + R2 + R3 at the pause menu. While continuing to hold all of the buttons down, push the right analog stick Right and simultaneously push the left analog stick Left. This code only works with ATVs and Bikes, and you will need to unpaue the game before you can see the effect.

# MX VS. ATV UNTAMED

## Cheat Code

Select "Cheat Codes" from the Options menu and enter the following code:  
 N O H A N D S—All Handlebars Unlocked

# NBA 07

## Unlock Alternate Jerseys

Select "Options" from the main menu, then choose the "Trophy Room" option and select "Team Jerseys." Now press □ and enter the following codes:  
 J K L 8 4 6 T K 5—Charlotte Bobcats 2006  
 N 8 7 9 D 9 6 5 D 2—New Jersey Nets 2006  
 2 2 8 G 7 5 8 5 G—Utah Jazz 2006  
 P L 5 2 8 5 3 7 F—Washington Wizards 2006  
 E L 2 3 8 T 8 5 B—OK/Okla City Hornets 2007  
 2 H 5 E 8 9 H 8 C—Western All-Stars 2007

# NEED FOR SPEED: CARBON

## Cheat Codes

Enter the following codes at the main menu to unlock the corresponding cheat. When you enter a working code, a confirmation message with a description of the code will appear on the screen.  
 Infinite Charge—Down, Up, Up, Right, Left, Left, Right, □  
 Infinite Nitrous—Left, Up, Left, Down, Left, Down, Right, □  
 Infinite Speedbreaker—Down, Right, Right, Left, Right, Up, Down, □  
 Need for Speed Carbon Logo Vinyls unlocked—Right, Up, Down, Up, Down, Left, Right, □  
 Need for Speed Carbon Special Logo Vinyls unlocked—Up, Up, Down, Down, Down, Down, Up, □

# NEED FOR SPEED: UNDERCOVER

## Cheat Codes

Choose "Options" from the pause menu, then select the "Secret Codes" option and enter any of the following cheats:  
 \$ E D 5 0 C—Earn 10,000 in-game currency  
 \$ 1 D 3 K 1 C K—Earn 15,000 in-game currency  
 0 ; 5 M 2 ;—Unlock Die-Cast Lexus IS F bonus car  
 ? P : C O L—Unlock Die-Cast Nissan 240SX (S13) bonus car  
 1 2 Q D B J ;—Unlock Die-Cast Volkswagen R32 bonus car  
 - K J 3 = E—Unlock Need For Speed.Com Lotus Elise bonus car  
 ) B 7 @ B =—Unlock Die-Cast BMW M3 E92 bonus car  
 > 8 P ; ;—Unlock Die-Cast Porsche 911 Turbo  
 N e e d F o r S p e e d S h e l b y T e r l i n g u a—Unlock Shelby Terlingua Kit bonus car



# PRINCE OF PERSIA

## Unlock Bonus Skins

Choose the "Extras" option from the main menu, then select "Skin Manager" and enter the following codes:  
 5 2 5 8 5 8 5 4—Unlock "Sands of Time Prince" and "Farah-Soft" skins





# Nintendo DS tips

## ADVANCE WARS: DUAL STRIKE

### Unlock Additional Battle Maps

Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and *Advance Warpaper Battle Maps*. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and *Advance Warpaper 2 Battle Maps*. Each of these maps can be purchased for only one point.

**Unlock *Advance Wars Custom Map***  
At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

## BRAIN VOYAGE

### Cheat Codes

Enter the following codes at the world map in World Tour mode. To deactivate a code you've entered, enter the same code again.

Always earn Gold medal when completing a puzzle—A, B, Up, L, L, Y  
Unlimited coins—L, Up, X, Up, R, Y

## BUILD-A-BEAR WORKSHOP

### Cheat Codes

At the "Select a Slot" screen, press Up, Down, Down, Left, Right, Left, Right, B, A. With this code in place, you can now enter any of the following codes:

- Unlock all levels—Hold L + R at the level select screen
- Unlock all activities—Press R at the workshop screen
- Unlock all moves—Press L at the garden screen
- Unlock all backdrops—Press L at the photo studio screen
- Unlock all items in the store—Press L at the dressing room screen

## CASTLEVANIA: DAWN OF SORROW

### Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

## CHARLOTTE'S WEB

### Unlockable Minigames

**Bale Out**—Find the icon in a secret room on Level 1: Zuckerman's Barn  
**Apple Masher**—Find the icon inside a secret room near the top of some haystacks in Level 3: Explore  
**Aeronauts**—Find the icon in a secret room on Level 4: Some Pig!  
**Water Fun**—Find the icon up in the branches after entering a tree hole on Level 5: Great Outdoors

**Webbing Crashers**—Find the icon inside the secret room next to the water wheel on Level 6: Water Worries

**Bounce**—Find the icon up in the branches after entering a tree hole on Level 8: Apple Sauce

**Snacktime for Templeton**—Find the icon in the tire pile after entering a tire hole on Level 9: Recon

**Food Catch**—Find the icon in the tire pile after entering a tire hole on Level 10: Commando Tactics

**Bumper Cars**—Find the icon on a ledge outside a circus tent after entering a secret room on Level 13: Pig Underfoot

**Ring Toss**—Find the icon in a secret room inside a circus tent on Level 14: Carnival

**Spree Ball**—Find the icon on top of the information booth on Level 14: Carnival

## Unlockable Storybook Pages

**Storybook Page 1**—Complete Level 1: Zuckerman's Barn

**Storybook Page 2**—Find all 20 goose eggs in Level 2: A New Friend

**Storybook Page 3**—Complete Level 4: Some Pig!

**Storybook Page 4**—Find all 10 logs in Level 5: Great Outdoors

**Storybook Page 5**—Find all 10 goslings in Level 6: Water Worries

**Storybook Page 6**—Complete Level 6: Pig's Out!

**Storybook Page 7**—Find all 20 apples in Level 8: Apple Sauce

**Storybook Page 8**—Save all 10 rats in Level 9: Recon

**Storybook Page 9**—Save all 11 rats in Level 10: Commando Tactics

**Storybook Page 10**—Save all 10 rats in Level 11: The Great Escape

**Storybook Page 11**—Complete Level 12: Final Assault

**Storybook Page 12**—Find all 10 tickets on Level 13: Pig Underfoot

**Storybook Page 13**—Find all 10 tickets on Level 14: Carnival

**Storybook Page 14**—Complete Level 15: Do you smell it?

**Storybook Page 15**—Complete Level 16: Say Uncle

**CODE LYOKO**

### Cheat Code

At any time during the "virtualized" (3-D) sections of the game, press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

START at the pause menu. This unlocks all combos and upgrades, gives you 99,999 blue data bits and refills your Life Points and Lyoko Power.

## Play as Evil Ulrich

At the "Choose Profile" menu, hold L + R and press Up, Left, Right, Y, X. With this code in place, Ulrich will be replaced by Evil Ulrich during the "virtualized" (3-D) sections of the game.

## DIGIMON WORLD DS

### Secret Passwords

Enter these passwords inside the room in Digi-Central with the Access Counter and Help Desk. There's a staircase leading up to a purple portal where you can enter the passwords.

2 0 0 0 6 3 0—Get Scan Data for DotAgumon  
1 0 4 0 7 0 2—Get Scan Data for DotGatomon  
4 2 0 1 6 0 2—Get Ultimate Sword, Ultimate Brr and Ultimate Ring

## DISGAEA DS

### Etna Mode

At the main menu, highlight "Start" and press X, Y, B, X, Y, B, A. You'll hear Etna's voice to confirm.

## DRAGON QUEST HEROES: ROCKET SLIME

### Tank Codes

At any time after you unlock the multiplayer tank battles (by rescuing Flantenna), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, L, Y, R, R, Y, Up, Down, SELECT—Unlock Knighto tank  
Y, R, R, Up, L, L, Y, Down, Down, Down, Y, SELECT—Unlock Nemesis tank

## DRAWN TO LIFE

### SPONGEBOB SQUAREPANTS EDITION

#### Cheat Code

Select "Cheat Entry" from the main menu and enter the following code:

Bonus coins—Down, Down, B, B, Down, Left, Up, Right, A

## ELEMENTS OF DESTRUCTION

### Cheat Codes

At any time during the game, press START to pause, then enter the following codes at the pause menu:

Unlimited energy—Press L + Right + Y + SELECT simultaneously  
Freeze the timer—Press R + Down + X + SELECT simultaneously

## Unlock All Levels

Select a "New" file at the profile select menu to start a new game. When the first cutscene appears, press B + L + SELECT simultaneously. When the level select menu appears, you'll see that all levels have been unlocked.

## FROGGER: HELMET CHAOS

### Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

*Frogger's Journey: The Forgotten Relic*—Unlocks Punk costume  
*Frogger's Adventures 2: The Lost Wand*—Unlocks Pirate costume

## GRID

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

1 6 1 6 5 0—Invulnerability  
8 3 1 7 8 2—Perfect Grip  
7 8 9 5 2 0—Drift Master  
6 5 7 3 4 6—Ghost Car  
4 0 1 1 3 4—High Roller  
8 0 0 8 1 3—MM Mode  
5 9 2 0 1 4—Toy Cars  
2 3 3 5 5 8—Everything Unlocked

## JAM SESSIONS

### Cheat Code

At the Free Play menu, press Up, Down, Down, Left, Right, Left, Right to unlock all bonus songs.



**JUICED 2: HOT IMPORT NIGHTS****Cheat Codes**

Enter the following codes at the Cheat menu:

H S A C—Earn \$5,000

S R A C—Unlock all cars

E D O M—Unlock all tracks

K A R T—Unlock all races

**KONAMI CLASSICS SERIES: ARCADE HTS****Gradius Cheat**

Choose *Gradius* from the Select Game menu. When you see the words "Please Deposit Coin" flashing on the *Gradius* title screen, press Up, Down, Down, Left, Right, Left, Right, B, A; you'll hear a chime to confirm the code. When you start the game, press the START button to fully power up the Vic Viper with max weapons and shields. Note: You can only use the power-up once per game.

**LEGO INDIANA JONES****THE ORIGINAL ADVENTURES****Cheat Codes**

Enter any of the following codes at the title screen:

Unlock all characters—X, Up, B, Down, Y, Left, START, Right, R, L, R, R, Down, Down, Up, Y, Y, Y, START, SELECT

Unlock all mini-kits—Down, L, R, R, X, X, B, Y, B, Y, B, Y, L, R, L, Up, Down, Left, Left, Left, L, R, Right, START, SELECT

Unlock all extras—Up, Down, L, R, L, R, L, Left, Right, X, X, Y, B, B, L, Up, Down, L, R, L, R, Up, Up, Down, START, SELECT

Unlock all episodes—Right, Up, R, L, X, Y, Right, Left, B, L, R, L, Down, Down, Up, Y, Y, X, B, B, Up, Up, L, R, START, SELECT

Start the game with 1,000,000 LEGO Studs—X, Y, B, B, Y, X, L, R, R, Up, Down, Left, Right, START, SELECT

Start the game with 3,000,000 LEGO Studs—Up, Up, B, Down, Down, X, Left, Left, Y, L, R, L, R, B, Y, X, START, SELECT

**NEW SUPER MARIO BROS.****Play as Luigi**

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm that you have entered the code correctly.

**NICKTOONS: BATTLE FOR VOLCANO ISLAND****Password**

Choose "Options" from the main menu, then select "Unlock Code" and enter the following password using the faces of Nicktoon characters:

Spongebob, Danny Phantom, Timmy, Cosmo—New items in the mini-game (toys instead of fruit)

**NINJA GAIDEN: DRAGON SWORD****Secret Message**

Before loading the game, access the DS system settings by selecting the DS icon at the bottom of the main DS menu. In the user information section, change the "Birthdate" setting to the current date. When you start *Ninja Gaiden: Dragon Sword*, you'll hear a birthday greeting at the main menu.

**PING PALS****Unlock Shantae Background**

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that

exact second. When the game starts, check the item shop and you'll find the Shantae Background available for sale.

**POLARIUM****Puzzle Passwords**

The following puzzle passwords appeared on Nintendo's *Polarium* Web site in Japan. If you enter them by accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve and to trade with the DS Wireless Link.

Butterfly (Difficulty: B)

1 5 5 5 6 8 7 0 9 1

6 6 7 8 9 7 9 8 8 3

8 7 4 7 0 6 4 9 8 2

Praying Mantis (Difficulty: C)

3 4 8 0 1 6 5 1 7 1

1 3 2 4 0 1 9 7 7 2

6 5 9 6 2 0 1 2 0

Ladybug (Difficulty: A)

9 3 7 9 5 0 7 7 1 2

9 4 7 3 0 4 2 8 2 3

5 9 5 8 3 1 6 3 1 4

Unicycle (Difficulty: C)

1 6 9 8 7 5 5 7 9 2

7 8 6 2 7 6 0 4 7 9 2

8 9 2 2 7 0 1 3 0

Tank (Difficulty: B)

1 1 3 6 0 9 0 1 2 2

1 6 3 1 9 1 0 7 1 2

9 7 5 6 8 8 0 2 8 1

Yacht (Difficulty: B)

1 7 8 9 8 3 4 6 5 0

3 8 1 2 4 9 7 9 1 2

8 0 2 7 1 8 2 3 6 3

Helicopter (Difficulty: A)

0 0 2 2 3 2 2 2 7 2

6 9 6 9 6 8 6 6 8 2

5 6 8 0 2 9 8 8 1 2

Bullet Train (Difficulty: B)

7 4 2 9 4 3 4 4 0 4

8 3 2 9 6 5 7 1 1 0

6 2 4 3 3 0 7 2 2 0

**Classic Pattern**

If you hold the X button down while selecting your character in *Single or Everybody mode*, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

**Everybody Puyo POP Cheat**

To force the computer player(s) to lose during a game of *Everybody Puyo POP*, hold L + R and press SELECT.

**Computer Control**

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.

**Bonus Pictures**

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

**THE RUB RABBITS!****Unlock Items**

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock 04 accessory in *Maniac Dress-Up*

Insert *Sonic Advance 2* cartridge—Unlock 04 accessory in *Maniac Dress-Up*

Insert *Puyo Pop* cartridge—Unlock 05 accessory in *Maniac Dress-Up*

Insert *Sonic Battle* cartridge—Unlock 06 accessory in *Maniac Dress-Up*

Insert *Space Channel 5: Ulala's Cosmic Attack* cartridge—Unlock 06 accessory in *Maniac Dress-Up*

Insert *Sonic Pinball Party* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in *Maniac Dress-Up*

**RUBIK'S WORLD****Cheat Code**

At the main menu, press X, Y, Y, X, X. Once you've entered the code correctly, you'll find that all levels and all Cubies have been unlocked.

**STAR WARS: THE FORCE UNLEASHED****Cheat Codes**

Choose "Extras" from the main menu, then select "Unleashed Codes" and enter the following codes on the touch-screen keypad that appears:

S I T H L O R D—Unlimited Force Energy

C P L O O K B F—Maxed-out Force Powers

Q S S P V E N X O—Increased health

M O M I O X I W—Uber lightsaber

C P L Z K M Z T D—Sith Stalker armor

H R M X R V E N—Darth Vader's costume

E E D O P V E N X—Kor's costume

C U R S E Z R U X—Cerebra's Jedi robes

H O L O C R O N—Sith robe

W O O K I E E—Kento's robe

**TOUCH THE DEAD****Cheat Codes**

Enter any of the following cheat codes at the main menu:

Enable level skip—X, Right, Right, Y, Left

Unlock all chapters, difficulty modes and bonus features, enable level skip—X, Y, Right, Left, X

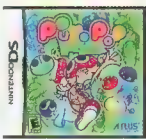
Clear all save data—B, L, Right, R, Down

With the level skip code in place, the following functions become available during gameplay:

• Press R to skip to the next encounter

• Press L to skip to the previous encounter

• Press SELECT to clear the current stage

**PUYO POP FEVER****Unlock All Gallery Items****Choose "Options"**

from the main menu, then select "Gallery."

At the Gallery menu, highlight "View Cut scenes," hold the X button and press Up, Down, Left, Right.

You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press

Up, Down, X, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to

play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's

puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press

X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to

play as any character in this mode. Note: No cutscenes will appear with this code active.

No cutscenes will appear with this code active.

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# PSP tips

## 300: MARCH TO GLORY

Earn 25,000 Kleos

At any time during gameplay, pause the game and press Down, Left, Down, Left, Up, Left. A message will appear to confirm if you have entered the code correctly.

## ARCHER MACLEAN'S MERCURY

Cheat Code

Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG7", then return to the main menu. Now select "New Game" (or "Continue Game"); when the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold L + R and press SELECT again to lock the levels.

## BEN 10: PROTECTOR OF EARTH

Passwords

At the in-game map screen, press the START button, then choose "Extras." Now select "Enter Code" from the Extras menu and enter any of the following codes:

Cannonbolt, Cannonbolt, Fourarms, Heatblast—Dark Heroes  
Wildvine, Fourarms, Heatblast, Cannonbolt—DNA Force  
Wildvine, Fourarms, Heatblast, Wildvine—Unlock Alien Forms  
Cannonbolt, Heatblast, Fourarms, Heatblast—Unlock all Combos  
Heatblast, XLRB, XLRB, Cannonbolt—Unlock all Locations

## CAPCOM CLASSICS COLLECTION REMIXED

Unlock All Tips, Art and Music

At the title screen—when the words "Press START Button" are flashing—enter the following code: Press Left on the D-pad, Right on the D-pad, Left on the analog stick, Right on the analog stick, □, ○, Up on the D-pad, Down on the D-pad. You'll hear a sound and the words "All Locks Opened" will appear to confirm that the code has been entered correctly.



## DEAD TO RIGHTS: RECKONING

Unlock All Cheats

Enter "DoggieStyle" as your profile name (be sure to capitalize only the "D" and the "S"). Now choose "Options" from the main menu and the "Cheats" menu will be unlocked.

## FLATOUT: HEAD ON

Cheat Codes

Choose "Extras" at the main menu, then select "Enter Code" and enter any of the following codes:  
GIVE CASH—Gain \$1,000,000  
GIVE EPIX—Unlock all cars and \$1,000,000  
GIVE ALL—Unlock all tracks  
ELPUEBLO—Unlock Truck  
WOTKINS—Unlock Flatmobile  
BIGTRUCK—Unlock Mob Car  
RUTTO—Unlock Pimpster  
KALJAKOPPA—Unlock Rocket  
GIEVCARPLZ—Unlock School Bus

## GRADIUS COLLECTION

Earn All Power-Ups

At any time during gameplay, pause the game and press Up, Down, Down, Left, Right, Left, Right, L, R. This code will only work with *Gradius II*, *Gradius III*, *Gradius IV* and *Gradius Gaiden*, and can only be entered once per stage.

## GUN: SHOWDOWN

Cheat Passwords

Select "Profile" from the main menu, then choose "Name" and enter any of the following names to activate the corresponding cheat. You'll hear a confirmation sound each time you enter a code correctly.  
barton—Infinite ammunition in Story mode  
campbell—Increased ammunition capacity  
quivera—Accelerated firing  
newwhite—Unlock all weapons in Story mode (except final Thrown weapon)  
allies—Unlock Jenny as a playable character  
baldand—Unlock Lost City multiplayer map  
unite—Unlock all Challenges in Quick Play mode



## HOT SHOTS GOLF: OPEN TEE

Cheat Code

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, cadidies and items. This code also makes out your HSG Rank, Challenge mode rank and character loyalty levels.

## JUICED 2: HOT IMPORT NIGHTS

Passwords

Choose "Driver DNA Lab" at the main menu, then select "Cheats and Challenges" and enter any of the following passwords. Each password unlocks a new set of challenges.

YTHZ—DNA Race Challenge 1  
GYDL—DNA Race Challenge 2  
RBSG—DNA Race Challenge 3  
BSLU—DNA Race Challenge 4  
MRCH—DNA Race Challenge 5  
MNCN—DNA Race Challenge 6  
KOTR—DNA Race Challenge 7  
DOPX—DNA Race Challenge 8  
PRGN—DNA Race Challenge 9  
WIKF—DNA Race Challenge 10  
FAMQ—DNA Race Challenge 11

## L.A. RUSH

Cheat Codes

Enter these codes at any time during gameplay:  
Unlimited Nitro—Up, Down, Left, Right, □, Up, Down, ○, Up  
High-speed traffic—Up, Down, Left, Right, □, Right, ○, Left

## MARVEL TRADING CARD GAME

Cheat Codes

At the Deck Editor menu, press R to select a new deck, then press L to access the Editor Options menu. Now choose "Name Deck" and enter either of the fol-



lowing codes; it doesn't matter if you enter them in caps or not. You'll hear a loud sound effect to confirm each code.

BLVRTSRK—Complete card library (20 of each)  
WHOWANTSPIE—Unlock all puzzles

## MEGA MAN: MAVERICK HUNTER X

After Stage Conditions

• After defeating Chill Penguin, the lava in Flame Mammoth's stage will freeze, making the stage less dangerous.  
• Beating Storm Eagle's stage will shut off the electric traps in the beginning of Spark Mandrill's stage, but will also cause the lights throughout the rest of the stage to flicker on and off.  
• Defeating Launch Octopus fills the crevice in Sting Chameleon's stage, allowing you to reach the extra life power-up.

Zero's Buster

If you haven't received the Arm Parts from Dr. Light by the time you fight Vile in Sigma Palace 3, Zero will give you his Arm Parts, which fire a different Charge Shot that causes more damage.

Secret Capsule

To use Ryu and Ken's *Street Fighter* Hadoken fireball as Mega Man X, beat all eight bosses and collect all the Life-Ups, Sub Tanks and Armor Parts. Make sure all of your Sub Tanks are full, then play through Armored Armadillo's stage without taking any damage. This is easier than it sounds if you make good use of the Rolling Shield and Storm Tornado. At the end of the stage, jump off the final mine cart so that you stick to the wall above the boss' door, and climb until you reach Dr. Light's Capsule. The Hadoken will kill any boss in one hit (except the final boss) and can be executed in the same way as in the *Street Fighter* series: Quickly rotate the D-pad or analog stick in a quarter-circle movement from Down to Forward, followed immediately (if not simultaneously) by the Attack button.

Easy 1-Ups

By jumping up near the middle of Armored Armadillo's stage, you'll find a special bat hovering just above the screen. Unlike all the other bats in the game, it resembles the bats from *Mega Man 7* and 8. It drops a 1-Up almost every time you kill it, and re-spawns when you leave the screen. Kill it repeatedly to get up to nine lives at a time.

## MIDNIGHT CLUB 3: DUB EDITION

Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords:  
urban sprawl—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races  
ontheroad—Vehicle takes no damage

## NBA BALLERS: REBOUND

Cheat Passwords

Select "Inside Stuff" from the main menu, then choose "Phrase-ology" and enter any of the following phrases:  
DUB DEUCE—Unlock Special Shoe #1  
COLD STREAK—Unlock Special Shoe #2  
LOST YA SHOES—Unlock Special Shoe #3  
NICE YACHT—Unlock Ben Gordon's yacht











## CORALINE

### Cheat Code

Choose "Options" from the main menu, then "Cheats" and enter the following code:

C h e e s e—Coraline has buttons

for eyes



## CORVETTE

### Unlock All Tracks

Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks and "Professional Mode" in Career and Arcade modes.

## DAVE MIRRA FREESTYLE BMX 2

### Cheat Codes

The following codes can be entered at the main menu

Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—Up, Right, Down, Left, Right, Up, Down, Left, Right, Up, Left, Right, Down, □

Unlock all movies—Up, Left, Down, Right, Left, Right, Left, Up, Down, □

Unlock secret pieces in Park Editor—Up, Left, Down, Right, Down, Up, Down, Right, Right, □

Unlock all Park Editor themes—Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □

## DEF JAM VENDETTA

### Secret Characters

At the main menu, select Battle or Survival mode and choose any match type. At the character select screen, hold L1 + L2 + R1 + R2 and quickly enter any of the following codes:

Arii—X, □, △, ○, □  
Briggs (alternate costume)—X, △, ○, □, ○  
Carla—X, □, X, X, X  
Chuckleez—□, △, X, ○  
Cruz—○, △, X, X, ○  
D-Mob (alternate costume)—□, △, ○, X, ○  
D-Mob—□, □, △, □, □  
Dan G—X, ○, X, ○, □  
Deebo—○, ○, X, X, △  
Deja—○, □, ○, X, X  
DMX—○, X, ○, △, □  
Drake—X, △, △, ○, ○  
Funkmaster Flex—○, △, ○, □, □  
Headache—△, △, △, □, ○  
House—△, X, △, ○, X  
Iceberg—□, △, ○, ○, □  
Ludacris—○, ○, ○, △, □  
Manny (alternate costume)—○, □, ○, □, ○  
Masa—X, ○, △, □, □  
Method Man—□, ○, X, X, ○  
Moses—△, △, △, X, X  
N.O.R.E.—○, □, △, X, ○  
Nyne—□, ○, X, X, △  
Omar—○, ○, □, △, △  
Opal—○, ○, □, △, △  
Peewee—X, X, □, △, □  
Peewee (alternate costume)—X, △, △, □, ○  
Penny—X, X, X, △, ○  
Pockets—△, □, ○, □, X  
Proof (alternate costume)—X, △, △, ○  
Razor—△, △, △, ○, X  
Razor (alternate costume)—□, X, △, △  
Redman—○, ○, △, X, X  
Ruffneck—X, △, X, △, ○  
Ruffneck (alternate costume)—□, ○, △, X, □  
Scarface—○, ○, X, △, □  
Sketch—△, △, ○, □, X  
Snowman—△, △, X, X, ○



Spider (alternate costume)—□, △, X, □, ○  
Steel—X, △, ○, ○, △  
T'ai—○, ○, □, X, ○  
Zaheer—△, △, X, X, X

## DOAZ: HARD CORE

### Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode. When your opponent appears, press the blue Eject button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing Up + △ + ○. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the Eject button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

## DOWNHILL DOMINATION

### Cheat Codes

The following codes will work in the one-player "Single Event," "Career," "Arcade" and "Training" modes. At any time during gameplay (but not while paused), quickly enter the master code: Up, △, Down, X, Left, ○, Right, □. A confirmation message will appear to confirm that the codes are unlocked. Now you can enter any of the following codes:

Infinite bottles—Up, X, Left, Left, ○  
Speed freak—Down, △, Right, Right, □  
Super smack combat—Left, Right, △, Up  
Extra smack time—Left, Right, Down, Down  
Unlock Pro rider bios—Right, Left, Left, Up, △  
Unlock Fantasy rider bios—Right, Left, Left, Up, X  
Unlock DH video clips—Right, Left, Left, Down, Up  
Unlock all videos—Right, Left, Left, Down, Down, ○  
Super bounce—Left, ○, X, Up, △  
Anti gravity—Down, △, □, □, Up  
Mega flip—Right, Up, Up, Right, Right, □  
Super bunny hop—Up, X, Left, □, Up  
Adrenaline boost—Down, Left, Left, Right  
Stoke trick meter—Down, Left, Left, Right  
Combat upgrade—Up, Down, Left, Left, Right  
Upgrade to bottle—Up, Down, Left, Left, Right  
Upright  
Combat free—Left, ○, □, Left  
Cash—Right, △, △, Left  
More cash—Right, Up, Up, ○, ○, □  
Always stoked—Down, □, □, Left, ○  
Energy restore—Down, Right, Right, Left, Left  
Unlock everything—Down, Up, Up, Down, Down, Up, Up  
Buy everything—Up, Down, X, △, Up, X, Down  
Note: All codes—including the master code—must be entered quickly. To disable a code's effects, just enter it again.

## DRIVER

### Cheat Codes

Enter the following codes at the main menu; you'll hear a chime each time you enter a code correctly. Now select "Cheats" from the Options menu to toggle the code effects on and off.

Unlock all Undercover missions—L1, R1, L1, L2, □, □, ○  
Unlock all weapons in Undercover and Take a Ride mode—R1, L2, □, □, ○, R1, R2, L2  
Unlimited ammo in Undercover and Take a Ride mode—R1, R2, R1, R2, □, ○, □



Invincibility in Take a Ride mode—□, □, L1, R1, L2, R2, R2  
Immunity (police ignore you)—○, ○, L1, L2, R1, R2, □  
All vehicles available in Take a Ride mode—L1, L1, □, ○, L1, R1, ○

## ESPN NFL 2K5

### Cheat Codes

Choose "Features" from the main menu, then select "VIP" and access the "Manage" option. Choose your profile (or select a new profile if you don't want to screw up your normal save), then select "Edit Name" and enter any of the following codes as your name (note the capital and lowercase letters):

PhatBank—1,000,000 Crib Credits  
MadSkillz—All milestones complete/all catalogs unlocked  
CribMax—All Crib items purchased  
The effects of each code will remain in place if you edit the name again; you can even restore your original profile name after entering all three codes.

## FIGHT NIGHT 2004

### Unlock All Arenas

From the main menu, select "My Corner" and highlight the "Create Boxer" option. Press and hold left for one second, Right for one second, Left for one second, then Right for one second. If you've entered the code correctly, you will hear a confirmation sound.

### Unlock Big Tiger

From the main menu, select "My Corner," then select "Record Books." Move to the "Most Wins—Boxer" screen, then press and hold Up for one second to unlock Big Tiger.

### Big Head Mode

From the main menu, highlight "Play Now," then press and hold left for one second, Right for one second, then press Left. If you've entered the code correctly, you will hear a confirmation sound. Now press the X button to give your character a big head.

## FIGHT NIGHT: ROUND 2

### Unlock Fabulous

Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit Create Champ mode. Fabulous will now be unlocked in Play Now and Career modes.

### Tiny Fighters

At the "Select Venue" screen, press and hold Up on the D-pad for three seconds. A bell sound will confirm correct code entry.

## FIGHT NIGHT: ROUND 3

### Cheat Code

Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name to unlock all venues in Free Play mode.



## FREQUENCY

### Secret Codes

At the title screen, press Down, Right, Up, Left, Left, Up, Right, Down. You'll hear a special sound effect upon entering the code correctly. Next, enter any of the following codes during gameplay:

Automatically capture an Autocatcher—Left, Right, Right, Left, Up  
Automatically capture a Multiplier—Right, Left, Left, Right, Up  
Remove track graphics—Down, Up, Down, Up, Right, Left, Left, Right

## FUTURE TACTICS: THE UPRISING

## Cheat Codes

Enter any of the following codes at the title screen; you'll hear a confirmation sound each time you enter a code correctly. The codes can also be entered at the main menu or at almost any time during gameplay.



Unlimited turns and movement—Up, Down, Down, Left, Right, Left, Right, L1, L1  
Big heads—Up, Left, Down, Left, Down, Up, Up, Left  
Low gravity—Up, Up, Up, Up, Up, Down, Right, Up  
Disco mode—L1, Left, L1, Left, R1, Right, R1, Right  
Story Mode—From the main menu and access the "Saved Games" screen. Highlight any saved game, but don't select it; instead, press L1, R1, R1, R1, R1 to advance that save file to the next stage. Note: This code only works with a previously saved game file, and will not work when starting a new game.

## THE GETAWAY

## Cheat Codes

Enter any of the following codes during the video sequence that appears at the start of the game (before you hit START to access the main menu). To disable a code's effects, just enter the same code again.  
Extra health—Up, Up, Left, Left, Right, Right, O, O, Down  
Infinite ammo + no reloading—Up, Down, Left, Right, Δ, Up, Down, Left, Right, Δ  
Unlock Extra Features (Free Roaming mode and Credits)—Δ, Δ, Δ, Left, O, Δ, Δ, Δ, Left, O (Note: Entering this code again will not disable its effects)  
Enable armored car weapon during missions—Up, Down, Left, Right, O, Δ, O (Note: The armored car is located on the other side of a fence across the street from St. James Park, roughly between Buckingham Palace and Westminster Abbey. In Free Roaming mode, this vehicle has a weapon which can be fired by pressing the L3 button, but the weapon is disabled during missions; using this code will allow you to fire the armored car's weapon during missions.)

## GOLDENEYE: ROGUE AGENT

## "Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:  
Unlock all levels in Campaign and multiplayer modes—Down, Right, Down, Right, Up, Down, Up, Left  
Unlock One Life mode—Left, Down, Up, Right, Up, Right, Left, Down  
Paintball mode (multiplayer)—Right, Left, Right, Left, Down, Down, Up, Up  
Unlock all skins (multiplayer)—Down, Left, Up, Left, Right, Down, Left, Up  
Turn off GoldenEye powers (multiplayer)—Up, Up, Down, Left, Right, Right, Left, Down  
Pause Menu Codes  
At any time during the game, press START to pause, then enter any of the following codes at the Pause menu:  
Full health and armor—R1, R1, R2, L2, R2, R1, L1, R2  
Unlock all GoldenEye powers—L1, L1, R2, R2, R1, R2, L1, L2  
Full GoldenEye power—L1, R1, L1, L2, L2, R2, R1, L2

## GRADIUS III AND IV

## All Power-Ups

At any time during gameplay, press START to pause the game, then enter any of the following codes. Each one will take effect immediately after pressing

START again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press Up, Up, Down, Down, Left, Right, Left, Right, X, O  
All Power-ups plus Double—Press Up, Up, Down, Down, Left, Right, Left, Right, Δ, Δ

## GRAND THEFT AUTO III

## Secret Codes

Enter the following cheat codes at any time during the game (but not while paused):  
100 Health—R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up, Left, Down, Right, Up  
100 Armor—R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up, Left, Down, Right, Up  
All weapons—R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up, Left, Down, Right, Up  
\$250,000—R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up  
"Wanted" level 0—R2, R2, L1, R2, Up, Down, Up, Down, Up, Down  
Certain weapons can decapitate and disembowel—L1, O, Down, L1, R1, Δ, Right, L1, X (try it with the assault rifle or sniper rifle. Note: There will be no confirmation message or sound effect when you enter this code)  
Invisible vehicles—L1, L1, O, R2, Δ, L1, Δ  
Better vehicle handling—L1, R1, L2, Left, R1, Left, R1, Δ (with this code in place, press L3—push the left analog joystick—to make your vehicle jump)



## GRAND THEFT AUTO: LIBERTY CITY STORIES

## Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused):  
Full health—L1, R1, X, L1, R1, X, L1, R1  
Full armor—L1, R1, O, L1, R1, X, L1, R1  
Earn \$250,000—L1, R1, Δ, L1, R1, O, L1, R1  
Weapons Set 1—Up, O, O, Down, Left, O, O, Right  
Weapons Set 2—Up, O, O, Down, Left, O, O, Right  
Weapons Set 3—Up, X, X, Down, Left, X, X, Right  
Lock "Wanted" level at 0—L1, L1, Δ, L1, R1, X, O, O  
Cars can drive over water—O, X, Down, O, X, Up, L1, L1

## GRAND THEFT AUTO: SAN ANDREAS

## Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused):  
Full health, body armor and \$250,000, repair damage to current vehicle—R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up  
Weapons Set 1—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
Weapons Set 2—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
Weapons Set 3—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
Unlimited ammunition—L1, R1, O, L1, Left, R2, R1, Left, O, Down, L1, L1  
"Wanted" level 0—R1, R1, O, R2, Up, Down, Up, Down, Up, Down  
Lock "Wanted" level at the current number of stars—O, Right, O, Right, Left, Δ, Δ, Up  
Super punching ability—Up, Left, X, Δ, R1, O, O, O, L2  
Super high jump ability—Up, Up, Δ, Δ, Up, Up, Left, Right, O, R2, R2

Infinite lung capacity (never drown)—Down, Left, L1, Down, Down, R2, Down, L2, Down  
Cl never gets hungry—O, L2, R1, Δ, Up, O, L2, Up, X

Maximum weapon skills—Down, O, X, Left, R1, R2, Left, Down, Down, L1, L1, L1  
Maximum vehicle skills—O, L2, X, R1, L2, L2, Left, R1, Right, L1, L1, L1  
Maximum respect—L1, R1, Δ, Down, R2, X, L1, Up, L2, L2, L1, L1  
Maximum muscle—Δ, Up, Up, Left, Right, O, O, Left  
Maximum fat—Δ, Up, Up, Left, Right, O, O, Down  
Minimum muscle and fat—Δ, Up, Up, Left, Right, O, O, Right  
Maximum sex appeal—O, Δ, Δ, Up, O, R1, L2, Up, Δ, L1, L1, L1  
Invisible vehicles—L1, Δ, L2, R2, O, L1, L1  
All cars equipped with nitrous—Left, Δ, R1, L1, Up, O, Δ, Down, O, L2, L1, L1  
Cars can fly—O, Down, L2, Up, L1, O, Up, X, Left  
Cars can drive over water—Right, R2, O, R1, L2, O, R1, R2  
Jetpack appears—Left, Right, L1, L2, R1, R2, Up, Down, Left, Right

## GRAND THEFT AUTO: VICE CITY

## Secret Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused):  
100 Health—R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up  
100 Armor—R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up  
All normal weapons—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
All medium weapons—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
All powerful weapons—R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up  
"Wanted" level 0—R1, R1, O, R2, Up, Down, Up, Down, Up, Down  
Invisible vehicles—Δ, L1, Δ, R2, O, L1, L1



## GUILTY GEAR X

## Unlock Dirty &amp; Testament

At the title screen, when the words "Press Start" appear, press Down, Right, Right, Up, START.

## GUITAR HERO

## Cheat Codes

Enter any of the following codes on the Guitar Hero controller at the main menu to activate the desired cheat. Note: The codes may not register unless you enter them quickly. A confirmation message will appear each time you enter a code correctly. For some of the codes, you can repeat the code to disable the effects.  
Unlock everything—Yellow, Orange, Blue, Blue, Orange, Yellow, Yellow  
Rock Meter always green—Yellow, Blue, Orange, Orange, Blue, Blue, Yellow, Orange  
Player uses Red Octane guitar—Blue, Orange, Yellow, Blue, Blue  
Player uses air guitar—Orange, Orange, Blue, Yellow, Orange  
Crowd has monkey heads—Blue, Orange, Yellow, Yellow, Blue, Orange  
Crowd has skull heads—Orange, Yellow, Blue, Blue, Orange, Yellow, Blue, Blue  
Venues disappear—Blue, Yellow, Orange, Blue, Yellow, Orange

## GUITAR HERO II

## Cheat Codes

Enter any of the following codes on the Guitar Hero controller at the main menu to activate the desired cheat. Note: The codes may not register unless you





## KARAOKE REVOLUTION VOLUME 2

### Cheat Codes

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly. Note: The autosave feature will be disabled when a cheat code is activated.

Unlock all characters—L3, □, □, L3, Up, Left, Right, Down, □

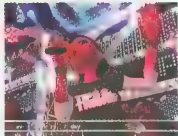
Unlock all songs—□, △, Down, Left, Up, Right, L2, R2, Start

Unlock all venues—□, △, Right, Up, Left, Down, R2, L2, Start

Unlock all outfits—Up, □, Left, □, □, Down, □, Right, R3, L3

Unlock all videos—Up, □, Right, □, □, Left, □, Up, L3, R3

Unlock *Tips & Tricks* shirt for Ishani—R3, □, □, Down, □, L3, □, □, Up, Left



### KILLZONE

#### Cheat Codes

At the main menu, hold L1 and enter any of the following codes:

□, □, X, □, □—Enemies have big heads

□, □, △, □, □—Unlock all movies

Unlock All Levels

To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.



### KUNG FU PANDA

#### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Full Awesome Meter: 4x Damage—Up, Down, Up, Left

Invulnerability—Down, Down, Right, Up, Left

All multiplayer characters available—Left, Down, Left, Right, Down

### THE LORD OF THE RINGS: THE RETURN OF THE KING

#### Cheat Codes

At any time during gameplay, press START to pause the game, then hold L1 + L2 + R1 + R2 and enter any of the following codes:

Unlock Farinam—X, X, △, △

Unlock Frodo—△, □, □, □, □, □, □, X

Unlock Merry—X, Down, Down, X

Unlock Pippin—△, □, □, X

Unlock All Actor's Videos—X, □, X, Up



The following codes are character-specific; enter the code that corresponds to the character you're controlling.

- 1,000 experience points  
 Aragorn—Up, □, △, X  
 Farinam—□, △, Up, X  
 Frodo—Down, △, Up, Down  
 Gandalf—□, △, Up, Down  
 Gimli—□, □, △, X  
 Legolas—X, △, Up, X  
 Merry—Down, Down, X  
 Pippin—△, X, □, X  
 Sam—△, X, Down, X
- Unlock all skills up through Level 8 for purchase  
 Aragorn—Up, □, △, Up  
 Farinam—□, Down, Down, Down

- Frodo—□, □, Down, Down  
 Gandalf—□, □, Down, Down  
 Gimli—X, □, □, Down, X  
 Legolas—□, Up, Up, Down  
 Merry—Down, △, X, □  
 Pippin—□, Up, Up, □  
 Sam—□, □, △, △, △
  - Earn all special abilities  
 Aragorn—Down, □, △, △  
 Farinam—Up, □, □, Up  
 Frodo—△, △, Down, X  
 Gandalf—Up, Down, △, □  
 Gimli—□, □, X, □  
 Legolas—△, □, X, □  
 Merry—Up, □, □, □  
 Pippin—□, X, □, □  
 Sam—Up, □, X, □
  - Restore missiles  
 Aragorn—△, □, □, △  
 Farinam—△, Up, X, X  
 Frodo—△, △, △, □  
 Gandalf—△, Down, X, □  
 Gimli—□, □, □, X  
 Legolas—△, △, △, Down  
 Merry—□, □, □, △  
 Pippin—Up, □, Down, □  
 Sam—X, □, X, □
  - Purchase all normal 3-hit combos (note: you will not be able to use some combos until your character achieves the specific level of the combo)  
 Aragorn—□, Down, □, Up  
 Farinam—□, △, Up, △  
 Frodo—□, Down, △, □  
 Gandalf—Down, X, △, Down  
 Gimli—Up, □, □, □  
 Legolas—□, △, △, □  
 Merry—△, Up, X, △  
 Pippin—Up, Up, □, □  
 Sam—□, X, □, □
  - Purchase all normal 4-hit combos (see note above)  
 Aragorn—Up, □, △, Down  
 Farinam—X, □, Up, X  
 Frodo—Down, □, Down, □  
 Gandalf—Down, △, Up, □  
 Gimli—△, Up, X, X  
 Legolas—X, □, △, □  
 Merry—□, X, □, □  
 Pippin—X, X, Down, □  
 Sam—Up, Down, △, △
- The following codes are not character-specific, but they will not work unless you have completed the game:
- Purchase all upgrades—Up, Down, △, □
  - Always devastating—△, Up, △, Down
  - Infinite missiles—□, Down, □, Down
  - Invulnerability—□, □, □, Up
  - Perfect mode—□, Down, △, X
  - Targeting indicator mode—Down, □, Up, □
  - Restore health—□, □, □, □

### THE LORD OF THE RINGS: THE TWO TOWERS

#### Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands, not the analog stick:

Restore health—Hold L1 + L2 + R1 + R2 and press △, Down, X, Up

Restore missiles—Hold L1 + L2 + R1 + R2 and press X, Down, △, Up

All Level 2 upgrades—Hold L1 + L2 + R1 + R2 and press □, Right, □, Right

All Level 4 upgrades—Hold L1 + L2 + R1 + R2 and press △, Up, □, Up

All Level 6 upgrades—Hold L1 + L2 + R1 + R2 and press □, Left, □, Left

All Level 8 upgrades—Hold L1 + L2 + R1 + R2 and press X, X, Down, Down

1,000 upgrade points—Hold L1 + L2 + R1 + R2 and press X, X, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring

on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

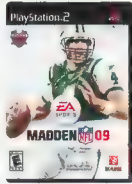
- Always devastating—Hold L1 + L2 + R1 + R2 and press □, □, □, □
- Small enemies—Hold L1 + L2 + R1 + R2 and press △, △, X, X
- Slow motion—Hold L1 + L2 + R1 + R2 and press △, □, X, □
- Infinite missiles—Hold L1 + L2 + R1 + R2 and press □, □, X, △
- All upgrades—Hold L1 + L2 + R1 + R2 and press △, □, △, □
- Invulnerable—Hold L1 + L2 + R1 + R2 and press △, □, X, □

### MADDEN NFL 09

#### Madden Codes

Choose "Madden Cards" from the "My Madden" menu, then select "Madden Codes" and enter any of the following codes to unlock the Gold versions of the corresponding Madden Cards. Note: All letters must be entered in uppercase, and we'll show the number zero in blue so it will be easier for you to tell it apart from the letter O.

- 525IKX—#126 Cheat: 1st and 15
- 65UVHR—#127 Cheat: 1st and 5
- ADSWDM—#128 Cheat: Unforced Errors
- QZYSZL—#129 Cheat: Extra Credit
- K6QNGU—#130 Cheat: Tight Fit
- YBTJWF—#131 Cheat: 5th Down
- XSWOG6—#132 Cheat: 3rd Down
- P25OTB—#133 Cheat: Human Ploy
- WYNWSX—#134 Cheat: Super Dive
- 07DHKD—#135 Cheat: Da Boot
- VINP50—#136 Cheat: Da Bomb
- 7WVFMF—#137 Cheat: Lame Duck
- NZ5A2M—#138 Cheat: Mistake Free
- UPU28R—#139 Cheat: Fumblitis
- XL235B—#140 Cheat: Bingo!
- PKCTF3—#141 Cheat: Mr. Mobility
- GLRWLK—#142 Cheat: Touchy
- PTJ4AF—#143 Cheat: Bad Spot
- 8BSLUI—#144 Cheat: Toast
- S2B2WW—#145 Cheat: Jam
- ZUJ717—#146 Cheat: Pocket Protectors
- FDJ0SW—#147 Cheat: Penetration
- F871G—#148 Cheat: QB On Target
- GCHTBE—#149 Cheat: Coffin Corner
- O2F115—#150 Cheat: Wind Gust
- WMFRFA—#151 Cheat: Hands of Glee
- SAYOY7—#152 Cheat: Handed of Stone
- E2ZFBS—#153 Cheat: Couch Potato
- 7KZ7Q8—#154 Cheat: Timeout
- 7UEZU0—#155 Cheat: Ouch!
- B80310—#156 Cheat: Worker's Comp
- A251P—#157 Cheat: Passerby
- D056TV—#158 Secret Stadium: Super Bowl XLIII
- BIWIC7—#159 Secret Stadium: Super Bowl XLIV
- 0X35SV—#160 Secret Stadium: Super Bowl XLV
- 8V35YG—#161 Secret Stadium: Aloha Stadium (Pro Bowl)
- A1VTRX—#162 Secret Team: 1958 Colts
- 7NYQ3F—#163 Secret Team: 1968 Packers
- 7Z723Y—#164 Secret Team: 1968 Jets
- 4IEVQJ—#165 Secret Team: 1970 Browns
- 3UUIPE—#166 Secret Team: 1972 Dolphins
- ZU5HNN—#167 Secret Team: 1974 Steelers
- 4IOFEI—#168 Secret Team: 1976 Raiders
- 2CUBZG—#169 Secret Team: 1977 Broncos





M7HCGD—#170 Secret Team: 1978 Dolphins  
DWJYAO—#171 Secret Team: 1980 Raiders  
OPGGVX—#172 Secret Team: 1981 Chargers  
I882NX—#173 Secret Team: 1982 Redskins  
G7E05H—#174 Secret Team: 1983 Bears  
FU6432—#175 Secret Team: 1984 Dolphins  
OD702A—#176 Secret Team: 1985 Bears  
68KB76—#177 Secret Team: 1986 Giants  
0780FJ—#178 Secret Team: 1988 49ers  
WZ5KX—#179 Secret Team: 1990 Eagles  
D2APX—#180 Secret Team: 1991 Lions  
RRLCB6—#181 Secret Team: 1992 Cowboys  
52EMAA—#182 Secret Team: 1993 Bills  
QEXJAO—#183 Secret Team: 1994 49ers  
R8W17X—#184 Secret Team: 1996 Packers  
0E4523—#185 Secret Team: 1998 Broncos  
1615UO—#186 Secret Team: 1999 Rams  
5123PG—#219 Secret Team: Hall of Fame All AFC Team  
UKP3DC—#220 Secret Team: Hall of Fame All NFC Team

## MANHUNT

### Secret Codes

The following codes can be entered at the main menu. However, they will not work unless you have accomplished certain goals as indicated below. Note that you can't earn a five-star rating in any level unless you play at the "Hardcore" difficulty setting.

God mode—Down, Down, O, Up, □, △, □, R2, Up, Up, L1, △ (this code will not work until you beat the game at any difficulty setting)

Unlimited run energy—R2, R2, L1, R2, Left, Left, Right (this code will not work until you earn a five-star rating in Scenes 1 and 2)

Hunters can't hear you—R1, L1, R2, L1, Right, Left, Left, Left (this code will not work until you earn a five-star rating in Scenes 3 and 4)

Health regenerates—R2, Right, O, R2, L2, Down, O, Left (this code will not work until you earn a five-star rating in Scenes 5 and 6)

Hunters have high-pitched voices—R1, R1, △, O, □, L2, L1, Down (this code will not work until you earn a five-star rating in Scenes 7 and 8)

Armor with weapons—R1, R2, L1, L2, Down, Up, Left, Up (this code will not work until you earn a five-star rating in Scenes 9 and 10)

Super punch—L1, △, △, △, O, O, O, R1 (this code will not work until you earn a five-star rating in Scenes 11 and 12)

Rabbit suit—Left, R1, R1, △, R1, R1, □, L1 (this code will not work until you earn a five-star rating in Scenes 13 and 14)

Monkey suit—□, □, R2, Down, △, □, O, Down (this code will not work until you earn a five-star rating in Scenes 15 and 16)

Hunters can't see you—□, □, □, Down, □, Down, O, Up (this code will not work until you earn a five-star rating in Scenes 17 and 18)

Play as Piggy—Up, Down, Left, Left, R1, R2, L1 (this code will not work until you earn a five-star rating in Scenes 19 and 20)

Cancel all active codes—Up, Down, Left, Right, Up, Down, Left, Right

## MARVEL: ULTIMATE ALLIANCE

### Cheat Codes

Select "Review" from the main menu and enter any of the following codes:

Unlock all Cinematics—Up, Left, Left, Up, Right, Right, Up, START

Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Right, START

Unlock all Comics—Left, Right, Right, Left, Up, Right, START

Unlock all Load Screens—Up Down, Right, Left, Up, Up, Down, START

## Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

### More Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes:

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START

All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

### Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfits—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START

### Enter More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

## MEGA MAN X8

### Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start" are flashing. You'll hear a confirmation sound each time you enter a code correctly. Note: L3 and R3 represent the left and right analog joysticks; to press one of these buttons, push the corresponding joystick into the controller until you hear a click.

Unlock X in Ultimate armor at the character-select screen—Left, Left, Left, Right, Right, Right, Left, Left, Left, Right, Right, Right

Unlock Zero's alternate "???" armor at the character-select screen—L1, L1, R1, R1, L1, L1, L1, L1

Unlock Axel's alternate "???" armor at the character-select screen—L2, L2, R2, R2, L2, L2, L2, R2

Unlock Alia Buster in the Chip Dev. menu—Down, R1, Up, L1, □, X, △, O

Unlock Layer Rapier in the Chip Dev. menu—□, □, Right, X, R1

Unlock Pallet Bullets in the Chip Dev. menu—R1, X, Left, □, □

Unlock Zero's Sigma Blade in the Chip Dev. menu—L3, L3, R3, L3, R3, L3, R3, L3, R3

Fight 8-bit Cutman—Left, O, Up, △, Down, X, Right, □, L1, R1, L2, R2 (note: After entering his code, Cutman will appear as the boss of the Troia Base stage in place of Optic Sunflower)

Midnight Club 3: DUB Edition

### Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.

urban sprawl—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races

cross country—Same as above

road trip—Same as above  
on the road—Vehicle takes no damage  
hyper go—Increase car weight in Arcade Mode  
kub m i r—Add \$1 to your total in Career Mode  
r i m b u—Subtract \$1 from your total in Career Mode  
t r y t h i s a t h o m e—Player has flaming head  
g e t h e a d—Player has a giant yellow happy face for a head  
g e t h e a d k—Player has a pumpkin for a head  
g e t h e a d l—Player has rabbit ears  
g e t h e a d m—Player has snowman's head  
g e t h e a d n—Player has a skull for a head  
h a v e y o u s e e n t h i s b o y—Player's body is chrome

## NASCAR 07

### Cheat Codes

Enter any of the following case-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:

GiveMeMore—Start with \$10,000,000 in the bank in Fight to the Top mode

Outta MyWay—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode

Allbow ToMe—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode

ItsAll ForMe—Unlock all Chase Plates in Fight to the Top mode

TheMan InBlack—Unlock Dale Earnhardt Platinum Chase Plate

## NASCAR: DIRT TO DAYTONA

### Earn \$10,000 in Career Mode

At the main menu, press Up, Down, Left, Right, R1, Left, Left; the menu will flash briefly if the code was entered correctly. This code will only work with a pre-existing Career Mode account, so if you are creating an account for the first time, you will have to exit Career Mode, enter the code, then restart Career Mode.

Earn 10 Points in "Beat the Heat" Race in Fast Action Mode

At the main menu, press Up, Down, Left, Right, R1, Left, Up. The menu will flash briefly if the code was entered correctly.

Mystery Codes

Enter any of the following codes at the main menu: Mystery Code (see Page 98)—Up, Down, Left, Right, R1, Right, Right

Mystery Code (see Page 98)—Up, Down, Left, Right, R1, Left, Right

Mystery Code (see Page 98)—Up, Down, Left, Right, R1, Right, Left

Mystery Code (see Page 98)—Up, Down, Left, Right, R1, Up, Down

Mystery Code (see Page 98)—Up, Down, Left, Right, R1, Down, Up

## NCAA FOOTBALL 09

### Pennant Codes

Choose "My NCAA" from the main menu, then enter "My Shrine" and select "Pennants."

In the Pennants area, press the SELECT button to bring up a code entry menu where you can enter the following passwords to unlock pennants. Be sure to enter the space(s) exactly as shown.

Si Em—#16 Baylor ratings boost

Oskee Wow—#63 Illinois ratings boost

Fight—#160 Texas Tech ratings boost

Undefeated—#199 "1st and 5" cheat

Thanks—#200 "1st and 15" cheat

For—#201 "Blink" cheat

Registering—#202 "Boing" cheat

Drills—#203 "Brakes" cheat

With Ea—#204 "Butterfingers" cheat

Tiburon—#205 "Crossed the Line" cheat

Ea Sports—#206 "Cuffed" cheat



Touchdown—#207 "Extra Credit" cheat  
In The Zone—#208 "Helium" cheat  
Turnover—#209 "Hurricane" cheat  
Impact—#210 "Instant Freplay" cheat  
Heisman—#211 "Jumbalaya" cheat  
Game Time—#212 "Molasses" cheat  
Break Free—#213 "Nike Free" cheat  
Hand Picked—#214 "Nike Magnigrip" cheat  
No Sweat—#215 "Nike Pro" cheat  
Light Speed—#216 "Nike Speed TD" cheat  
Champs—#217 "Pitch It" cheat  
Going Down—#218 "Protection" cheat  
Elite 11—#219 "QB Dud" cheat  
Gridiron—#220 "QB Rocket" cheat  
Gridiron—#221 "Steel Toe" cheat  
Ncaa—#222 "Stuffed" cheat  
Upset—#223 "Super Dive" cheat  
Football—#224 "Take Your Time" cheat  
08—#225 "Thread & Needle" cheat  
Offense—#226 "Tough as Nails" cheat  
Defense—#227 "Trip" cheat  
Blitz—#228 "What a Hit" cheat  
Sideline—#229 "Kicker Hex" cheat  
Fumble—#230 2004 All-Americans team unlocked  
Roll Tide—#274 All-Alabama team unlocked  
Woodgroove—#276 All-Arkansas team unlocked  
War Eagle—#277 All-Auburn team unlocked  
Death Valley—#278 All-Clemson team unlocked  
Glory—#279 All-Colorado team unlocked  
Great To Be—#280 All-Florida team unlocked  
Uprising—#281 All-FSU team unlocked  
Hunker Down—#282 All-Georgia team unlocked  
On Iowa—#283 All-Iowa team unlocked  
Victory—#284 All-Kansas State team unlocked  
Geaux Tigers—#285 All-LSU team unlocked  
Raising Cain—#286 All-Miami team unlocked  
Go Blue—#287 All-Michigan team unlocked  
Hail State—#288 All-Mississippi State team unlocked  
Go Big Red—#289 All-Nebraska team unlocked  
Rah Rah—#290 All-North Carolina team unlocked  
Golden Domer—#291 All-Notre Dame team unlocked  
Killer Nuts—#292 All-Ohio State team unlocked  
Boomer—#293 All-Oklahoma team unlocked  
Go Pokes—#294 All-Oklahoma State team unlocked  
Quack Attack—#295 All-Oregon team unlocked  
We Are—#296 All-Penn State team unlocked  
Lets Go Pitt—#297 All-Pittsburgh team unlocked  
Boiler Up—#298 All-Purdue team unlocked  
Orange Crush—#299 All-Syracuse team unlocked  
Big Orange—#300 All-Tennessee team unlocked  
Hook Em—#301 All-Texas team unlocked  
G G Em—#302 All-Texas A&M team unlocked  
Mighty—#303 All-UCLA team unlocked  
Fight On—#304 All-USC team unlocked  
Wahoos—#305 All-Virginia team unlocked  
Tech Triumph—#306 All-Virginia Tech team unlocked  
Bow Down—#307 All-Washington team unlocked  
U Rah Rah—#308 All-Wisconsin team unlocked  
Bear Down—#311 Ark Mascot team unlocked  
Ramblinwreck—#329 GT Mascot team  
Red And Gold—#333 KSU Mascot team  
Rock Chalk—#335 Louis Mascot team  
Rah Rah Rah—#341 Miss St Mascot team  
Mizzou Rah—#344 MSU Mascot team  
Go Green—#346 Navy Mascot team  
Go Pack—#349 Neb Mascot team  
Go Cats—#352 OK St Mascot team  
Go Carolina—#360 TCU Mascot team  
On On—#371 UNC Mascot team  
Go Deacs Go—#382 Wisc Mascot team  
All Hail—#385 Wyo Mascot team  
Hail W—#386 Zips Mascot team

#### NO ONE LIVES FOREVER

##### Stage Select

At the main menu, highlight the "Load Game" option. Press and hold L3 + R3, then press the X button to bring up the Stage Select screen. Toggle the screens using the R1 and L1 buttons and press X to select a level. Press  $\Delta$  to exit the menu.

#### ONI

##### Cheat Codes

At any time during gameplay, press SELECT to enter the data menu. Next, move the cursor to "Help." Now enter any of the following codes, then press SELECT again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , R3, L3,  $\square$   
Infinite current ammunition—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , L2, L1, L3  
Skip current stage—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , R3, L2, L1  
Refill ballistic ammo, energy cells and hypo sprays—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , R3  
Phase cloak—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , L1, R3, L3, L3  
Knock enemies down with one punch or kick—L2, L1, L2,  $\square$ ,  $\square$ , R3, L3,  $\square$ ,  $\square$   
Kill enemies with one punch or kick—L2, L1, L2,  $\square$ ,  $\square$ , R3, R3,  $\square$ ,  $\square$   
Big head—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , START,  $\square$ ,  $\square$ , START  
Tiny body—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , R3, R3,  $\square$ ,  $\square$   
Giant body—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , R3,  $\square$ ,  $\square$ , L3  
Transform into a different character—L2, L1, L2,  $\square$ ,  $\square$ ,  $\square$ , L2, L2, L2 (continue to press L2 repeatedly to change into many different characters)

#### PINBALL HALL OF FAME THE GOTTLEB COLLECTION

##### Secret Codes

Select "Enter Code" from the main menu, then enter any of the following passwords:

U V U—Unlock Love Meter machine  
P K R—Unlock Play-Boy machine  
X T N—Unlock Toltan machine  
T M A—Unlock Tournament Mode  
D G C—Unlock Gottlieb Factory Tour  
L A S—Unlock Payout mode  
B L Z—Unlock "Custom Balls" option  
I N F—Unlock "Infinite Final Ball" option  
N D G—Unlock "Optional Tilt" option

#### PIRATES: THE LEGEND OF BLACK KAT

##### Secret Codes

Enter these codes at any time during gameplay: Invincible while controlling the Wind Dancer—Hold R1 + R2, press SELECT,  $\Delta$ , L1, X, R3, L2,  $\square$ , R3,  $\square$ , L3  
Infinite Wind Boost while controlling the Wind Dancer—Hold R1 + R2, press SELECT, L1, R3, L3,  $\square$ , L3  
Upgrade the Wind Dancer to Galleon (this code will not take effect until you set sail to another island)—Hold R1 + R2, press L2,  $\square$ , R3, L3, X,  $\square$ , R3, SELECT, L1,  $\square$   
Invincible while controlling Katarina—Hold R1 + R2, press X,  $\square$ , L3,  $\square$ , R3, SELECT, R3, L1, L2,  $\square$   
Obtain all Chest Keys—Hold R1 + R2, press  $\square$ , SE, LECT,  $\square$ , R3, R1, L3, L2,  $\square$ , L3  
Obtain the next Sword power-up—Hold R1 + R2, press R3, SELECT, L2, L3,  $\square$ , X, L1,  $\square$ , L3,  $\Delta$   
Obtain 1,000,000 Gold Doubloons—Hold R1 + R2, press  $\square$ , R3, L1,  $\square$ , X, R3, SELECT, L3,  $\square$ , L2  
Infinite supply of items upon pickup—Hold R1 + R2, press L1, SELECT, L2, R3, L3,  $\square$ , X, R3,  $\square$   
Buried treasure chests will be marked on the map as green Xs—Hold R1 + R2, press  $\square$ , X,  $\square$ ,  $\square$ , L1, SE, LECT, L3, L2, L3, R3

#### PITFALL: THE LOST EXPEDITION

##### Cheat Codes

At the title screen, hold L1 + R1 and enter any of the following codes. Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—Left,  $\square$ ,  $\square$ , Down,  $\square$ , X,  $\square$ ,  $\square$   
Faster attacks—Left, Right,  $\square$ ,  $\square$ ,  $\square$ , Right, Left  
Play as Nicole—Left, Up, Down, Up,  $\square$ , Up, Up  
Play as old-school Pitfall Harry— $\Delta$ , Left, Down,  $\square$ ,  $\square$ ,  $\Delta$ , Left  
Unlock Pitfall! at the New Game/Load Game menu— $\square$ ,  $\square$ , Left, Right,  $\square$ ,  $\square$ , X, Up,  $\square$   
Unlock Pitfall II: Los Caverns at the New Game/Load Game menu—Left, Right, Left, Right,  $\Delta$ ,  $\Delta$ ,  $\square$   
Mystery Code (see Page 98)—Up, Up, Down, Down, Left, Right, Left, Right

#### Q-BALL BILLIARDS MASTER

##### View Ball Paths

At the title screen, press Up,  $\Delta$ , Down, X, Left,  $\square$ , Right; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

#### RAMPAGE: TOTAL DESTRUCTION

##### Cheat Codes

At the main title screen, hold L2 + R2 and a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities  
1 4 1 2 1—Unlock all Monsters and Cities  
0 7 1 7 6—Single-hit destruction  
9 8 6 9 6 0—Invulnerable monsters  
0 1 1 2 3 5—All upgrades  
0 8 2 8 6 4—Enable autoplay  
8 7 4 0 9 8—Enable quick autoplay  
6 6 7 3 0 X—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)  
3 1 4 1 5 9—Display game version number  
0 0 0 0 0—Reset all cheats

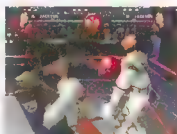
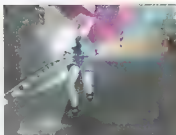
#### READY 2 RUMBLE BOXING: ROUND 2

##### Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen.

You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press Left, Left, Right, Left, Right, Right, R1, R1, R2 (Press the  $\square$  button to cycle through each fighter's different outfits)  
Faster game play—Press Right, Right, Up, Down, Right, then R1 four times, then R2  
Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R1 19 times, then R2  
Christmas boxing ring—Press Right, Up, Down, Down, Down, then R1 eight times, then R2  
Thanksgiving boxing ring—Press Right, Up, Down, Down, Down, then R1 seven times, then R2













# PlayStation tips

## ALIEN TRILOGY

### Level Skip

Go to the password screen and enter the password "G0LV" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LV34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LV35", you'll see the video sequence from the end of the game.

### Cheat Mode

Enter "1G0TP1NK8C1D800T50N" as your password, highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

## APOCALYPSE

### Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes: Invincibility—Hold L1, press Down, Up, Left, Right, Δ, Up, Right, Down



All Weapons—Hold L1, press □, ○, Up, Down, X, □ Infinite Lives—Hold L1, press Δ, ○, X, □ Restore Health—Hold L1, press X, Δ, ○ Use Programmers' Debug Info—Hold L1, press Down, Down, Δ Stage Select—Hold L1, press Δ, Up, X, Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

## AREA 51

### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

## ATV RACERS

### Cheat Codes

Choose "Options" from the main menu, then enter any of the following codes at the Options screen: Unlock all characters—Left, Right, L1, R2, R1, L2, □, ○ Unlock all cups and courses—L1, L2, R2, R1, Left, Right, □, ○

## BALDIES

### Unlock All Levels

At the main menu, highlight the key symbol and press X to call up the password entry screen, then press Down, Down, ○, Left, Δ, Left, ○ to unlock all of the game's levels.

## BALLERBURG: CASTLE CHAOS

### Cheat Codes

Choose "Manage Player" from the Options menu (or start a new game with no save on your memory card to make the Player Management screen appear automatically). Create a new player with one of the following names to play with the corresponding cheat activated: all levels—Unlock all campaigns

all spells—Unlock all spells  
more gold—Unlimited gold (note: the "0" symbols are the number zero)

no cheats—Deactivate cheats  
dialister—View programmer's secret message  
all invention—Mystery Code (see Page 98)  
Main Menu Cheats

Enter the following codes at the main menu:

Unlimited gold—Up, Right, Down, Left, □, ○, □, ○  
Deactivate cheats—Up, Left, Down, Right, □, ○, □, ○

## BIO FREAKS

### First-Person View

During a match, hold L2 + R2 and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.



## BLACK DAWN

### Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player Combat All Levels.

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

## BOMBERMAN WORLD

### Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 8—Unlock two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

## BUSBY 3D

### Cheat Codes

Press the □ button at the title screen to access the "Load Game" menu, then enter any of the following passcodes to activate different effects:

X M U C H O L I F E—99 lives

X T O R O C K E R—Have all rockets

X V L C H T M S B—Access all levels

X Z O M M E R K B—During the game, hold Left on the D-pad and press START to warp to a different location in the current stage



X A L L D B U G C R—Activate all of the above cheats at once

X B N S C H T M M M—Play bonus round

X U R A S N A K E R—Bussy w/black T-shirt & eyepatch

X L T N G B U G M B—Mystery Code (see Page 98)

## BUILDER'S BLOCK

### Unlock All Areas

At the main menu, press Left, Right, Left, Left, Right, Right, Left, Right, Δ; you'll hear a chirping sound to confirm the code. Choose "Puzzle Mode" and you'll find that all of the areas have been unlocked at the Area Select menu.

### Secret Characters

Choose "Arcade Mode" from the main menu, then walk through the demo for the white Arcade Mode title screen to appear. When the words "Game Over" and "Push X Button" are flashing, press L1, Left, Right, Left, L1; you'll see Youen and Aifa appear in the corner of the screen, indicating that the secret characters Ranju and Galra are now unlocked at the Arcade Mode Player Select screen.

## C: THE CONTRA ADVENTURE

### Cheat Codes

Each of the following codes can be entered at the Main Menu:

Stage select—Left, Up, Right, □, □, Δ, Δ, Down Infinite lives—Up, Right, □, Δ, Right, Left, □, Δ Infinite Super Bombs—□, □, Right, Down, Down, Left, □, Δ

Super Machine Gun—Right, Right, □, Δ, Right, Left, Down, Down

Movie Player—Δ, Δ, Down, □, Up, Left, Δ

## CARNAGE HEART

### Manual Control

During a SELECT, press the SELECT button to bring up the display menu, then press the SELECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, Down—Move forward, backward

Left, Right—Turn left, right

L1 + Left—Move left

L1 + Right—Move right

L1 + Up—Change altitude up

L1 + Down—Change altitude down

□—Grapple

—Jump up

Δ + D-pad—Jump forward, backward, left or right

X—Fire Main Weapon

○—Duck

R2 + Δ—Fire Sub Weapon

R2 + X—Fire Sub Weapon twice

R2 + ○—Fire Sub Weapon three times

R2 + □—Fire Sub Weapon four times

If you're in battle with one or more allies and you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control.







## CENTIPEDE

## Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R2, R1; now you can choose any stage.

## Extra Lives

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1, L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing Right on the D-pad at the "Paused" screen.

## CONTRA: LEGACY OF WAR

## Cheat Codes

Each of the following codes works at the main menu with the title screen in the background:

Infinite Continues—L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)

Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the L2 button and press the Weapon Select button to change weapons)

Stage Select—L2, R1, L1, R2, Left, Right, □, R2, L2

Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)

Movie Test—L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)

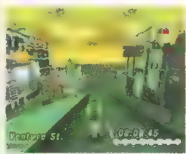
Hidden "Gyruus" Game—L2, L1, Left, Right, R1, R2

Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

## COURIER CRISIS

## Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Now enter the password "Savageapes" to play as a big monkey or "Xfityonex" to play as an alien.



## CROC: LEGEND OF THE GOBBOS

## Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbo and puzzle pieces collected:

LLLLDRRLDRLUR

## CROC 2

## Cheat Menu

At the title screen, hold L1 and press □, Left, Left, Right, □, Up, Left, □. You'll hear a chime and the words "Cheat Menu Active" will appear. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously.

## Infinite Crystals

At the title screen, hold L1 and press □, □, □, Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

## DARKSTALKERS 3

## Play as Soul Stealer

In Arcade mode, highlight the "7" box at the character-select screen, press the SELECT button seven times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

## Play as Soul Stealer 2

In Arcade mode, highlight the "7" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

## Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

## Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any button.

## DAVE MIRRA FREESTYLE BMX

## Unlock Slim Jim

At the main menu, select "PROQUEST."

Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, □. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

## Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press Up, Left, Up, Down, Up, Right, Left, Right, □. You'll hear a special sound effect after entering the code correctly.

## Unlock All Styles and All Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press Left, Up, Right, Down, Left, Down, Right, Up, Left, □. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.



## DEMOLITION RACER

## Cheat Code

At the main menu, press X, X, □, □, △, △, □, □. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

## DEXTER'S LABORATORY: MANDARK'S LAB?

## Secret Codes

At the main menu screen, hold L1 + L2 + R1 + R2 and enter any of the following codes; you'll hear Mandark speak each time you enter a code correctly.

Infinite tries in mini-games—Down, □, □, □, Left, □, Right  
Unlock level-select screen at the main menu—□, □, Up, △, □ (press Left or Right to change the starting level)

Unlock all mini-games and difficulty levels in Challenge mode—□, Left, □, Up, Down, □

Unlock all Vault items—□, □, Left, □, Up, Right

Have all blueprint enhancements in mini-games (Challenge mode only)—Left, □, □, Up, □, □

Unlock "Whack-a-mole" game at the Vault screen—Down, Down, △, Down, △



## EAGLE ONE HARRIER ATTACK

## Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions—R1, L1, R2, L2, START

Infinite ammo—R1, L1, R2, L2, R1

God mode—R1, L1, R2, L2, L1

## FELONY 11-79

## Access All Cars &amp; Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc.—enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + △; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

## THE FIFTH ELEMENT

## Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

## FIGHTING FORCE

## Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

## FIGHTING FORCE 2

## Cheat Mode

Hold L1 + L2 + R1 + △ + Left and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.



## FORSAKEN

## Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

## G-POLICE

## Infinite Shields

At the "Mission Brief" screen, hold L1 + R2 + □ and press Left on the D-pad.

## Unlimited Ammo

At the weapon select screen, hold R1 + L2 + □ and press Left on the D-pad.

## G-POLICE: WEAPONS OF JUSTICE

## Passwords

P L I N T H—Mission 31

U T O P I A—Unlock Everything in Database

## GEX: ENTER THE GECKO

## Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right, △, Down, Right, Left.







**Lunar** CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

## MARVEL SUPER HEROES

### Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

### Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)
- Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then □ (you should still be holding L1 and Δ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + O when you press R1)
- Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then Δ, then □ (you should still be holding Up + L1 + Δ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

## MARVEL SUPER HEROES VS. STREET FIGHTER

### Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

- Armored Spider-Man—Highlight Spider-Man, hold SELECT and press any action button
- U.S. Agent—Highlight M. Bison, hold SELECT and press any action button
- Shadow—Highlight Dhalsim, hold SELECT and press any action button
- Mephisto—Highlight Omega Red, hold SELECT and press any action button
- Mecha-Zangief—Highlight Blackheart, hold SELECT and press any action button
- Dark Sakura—Highlight the Hulk, hold SELECT and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

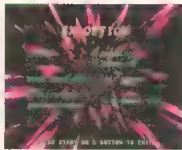
### EX Option Menu

From the main menu, select "Option." Next, press R1, O, Left, Δ, Δ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

## MARVEL VS. CAPCOM

### EX Options

At the main menu, move the cursor to "Option," then hold down the SELECT button and press START. The hidden EX Option menu will appear.



## MAT HOFFMAN'S PRO BMX

### Secret Codes

At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.

- Perfect balance—Hold L1 and press □, Left, Up, Right
- Display balance meter during grinds—Hold L1 and press Left, O, □, Δ, O, X
- Infinite Special—Hold L1 and press Left, Down, Δ, O, Up, Left, Δ, □
- Add eight minutes to your remaining time—Hold L1 and press □, Up, O, X
- Point values x10—Hold L1 and press □, O, O, Up, Down, Down

### Secret Character: Granny

Start a game in Career Mode and press START to pause, then select the "Retry" option from the pause menu. Continue to pause and restart; after you do this 10 times, a message will appear and Granny will become a playable character.

## MUPPET MONSTER ADVENTURE

### Secret Codes

- Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
- Unlock all levels—Up, Up, □, Down, Down, O, Left, □, Right, O
- Invincibility—L2, R2, R1, L1, R2, L2, R2, R1, L1, R2, R2, O
- Debug text—Up, Right, R2, □, Left, R1, Up, Left, L2
- Start with chicken weapon—□, □, □, O, O, □, □, □, □, □

## MUPPET RACE MANIA

### Secret Codes

- Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a sound effect and words will appear on the screen after entering a correct code.
- Unlock Fraggle Rock—X, □, X, □, X, □, Δ, O, X, □
- Unlock end courses—O, Δ, □, Δ, X, Δ, X, O, Δ, X
- Unlock Arches—□, O, X, O, □, Δ, O, X, □, Δ
- Unlock Studio—□, □, O, O, X, O, Δ, O, Δ, □
- Unlock all Muppets and vehicles—Δ, O, Δ, □, □, X, Δ, Δ, X, O

## N2O NITROUS OXIDE

### Secret Codes

- Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:
- XXXXXXXX—Infinite Firewalls
- XXXXXXXX—Infinite weapons
- XXXXXXXX—Infinite lives
- XXXXXXXX—Access any level
- XXXXXXXX—Bonus level access
- XXXXXXXX—Enable fifth ship (Speedcore)
- XXXXXXXX—Activate "water" effect
- XXXXXXXX—Bonuses don't reset when you die



## NANOTEK WARRIOR

### Cheat Codes

Press START to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—SELECT, O, Right, Up, Up, L1, L1, X
- Warp Speed Boost—O, □, O, □, Δ, Δ, Δ, X
- Stop Ship—Δ, Left, Δ, Right, Δ, Up, Δ, START (with this code in place, you can stop your vehicle's forward progress at any time by holding the Δ button)
- First-Person Viewpoint—Δ, O, □, □, Δ, Δ, SELECT, START
- Randomize Level Curves—O, SELECT, Left, □, □, Down, Up, X
- Passwords
- Level 2—O, X, X, □, □, X, Δ, Δ
- Level 3—X, O, X, X, □, □, □
- Bonus Level 1—O, X, X, □, X, X, Δ, Δ
- Level 4—X, O, X, X, □, □, X, Δ, Δ
- Level 5—O, X, X, X, □, □, X, Δ, Δ
- Level 6—X, □, □, X, □, □, X, Δ, Δ
- Bonus Level 2—□, □, X, □, □, □, Δ, Δ
- Level 7—X, X, □, □, X, □, □, Δ, Δ
- Level 8—O, X, X, X, X, X, O, Δ, Δ
- Level 1 with upgraded NanoTek ship—X, □, □, □, O, X, Δ, X

## NASCAR 2000

### Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and press L1, R1, R1, □, L2, L2, R2, R2, O. Note: This code must be entered quickly (within approximately four seconds) or it will not register. The currently selected track will automatically change on the screen.

## NIGHTMARE CREATURES II

### Stage Select

At the main menu, hold R2 + L1 + O + □ and press SELECT. If you entered the code correctly, text will appear in the upper left corner: "Move the cursor to 'New Game,' then press Right to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the game."



### Cheats Menu

At any time during gameplay, press START to pause, then hold R2 + L1 + O + □ and press SELECT. If you entered the code correctly, the Cheats menu will immediately appear.

## OGRE BATTLE

### Secret Level

Select "New Game" and enter your name as "FIRE-SEAL." After the opening sequence, move the cursor along the map until you find "Dragon's Heaven." Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

## PARAPPA THE RAPPER

### Rapping Tips

If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the Δ button, press and release the O button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the Δ ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.







Region 4, Level 2—Ship, Anchor, Skull, Fish, Fish, Anchor  
 Region 4, Level 3—Skull, Ship, Skull, Skull, Fish, Ship  
 Region 4, Level 4—Ship, Fish, Ship, Fish, Ship, Anchor  
 Region 5, Level 1—Anchor, Ship, Fish, Skull, Fish, Ship  
 Region 5, Level 2—Fish, Ship, Anchor, Skull, Ship, Fish  
 Region 5, Level 3—Ship, Fish, Skull, Anchor, Anchor, Skull  
 Region 5, Level 4—Skull, Ship, Anchor, Fish, Ship, Skull

## SKULLMONKEYS

### Cheat Codes

Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down,  $\square$ , Up, R2, Left,  $\Delta$ , SELECT, SELECT

Maximum Part Heads—R1, Left, Up, L1, L1,  $\square$ , Right, SELECT

Maximum Phoenix Hands— $\square$ ,  $\Delta$ , R2, Left, SELECT,  $\Delta$ , Right

Maximum Universe Enemas—Left,  $\Delta$ , Right, Down,  $\Delta$ , SELECT, SELECT

Maximum Super Willies—R1, Left,  $\square$ ,  $\Delta$ , L1,  $\Delta$ , R2, SELECT

Maximum 1970s Icons—SELECT,  $\square$ , Up, Left, Down, Up,  $\Delta$

Maximum Swirly Cues—R1, Right,  $\square$ , R2, R2,  $\square$ , Right, SELECT

Maximum All Status Items (except 1970s Icons and Swirly Cues)—L1,  $\Delta$ , Down, R1,  $\square$ , Right, Up, SELECT

Shield—R2,  $\square$ ,  $\Delta$ , Down, Left,  $\square$ , Right, Down

Skip Current Sub-Level— $\Delta$ , L1, L1,  $\square$ , Right,  $\square$ ,  $\Delta$ , Down

## SPACE JAM

### Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

## SPYRO THE DRAGON

### 99 Lives

At any time during the game, press SELECT,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Up,  $\square$ , Left,  $\square$ , Right,  $\square$ , START.

## STAR GLADIATOR

### Big Heads and Feet

Just before a round begins, hold Right + START +  $\square$  +  $\square$  until the fighters appear. Your character will have a big head and feet. This only lasts for one round, but it works in any round.

If you hold the buttons down before the round begins, if you hold the same buttons with Left instead of Right, your character will have a tiny head.



## Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

### Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

### Change Camera Angle

Immediately after winning a fight, hold  $\square$  +  $\times$  before your character goes into his or her victory pose. During the pose, keep holding those buttons and press  $\square$  to zoom in,  $\Delta$  to zoom out and use the D-pad to change the camera angle.

### Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

### Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles). After you fight Bilstein, you'll face the glowing "Real Bilstein".

### Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappah will appear as the fourth opponent.

### Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press X,  $\square$ , X,  $\square$ ,  $\square$ ,  $\square$ ,  $\Delta$ ,  $\Delta$ , then  $\square$  +  $\times$  simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

### Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press  $\square$ ,  $\square$ ,  $\square$ , X,  $\square$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ , then  $\square$  +  $\times$  simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

### Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press X,  $\square$ , X,  $\square$ , X,  $\square$ , then press Right to highlight Kappah and press  $\square$ ,  $\square$ ,  $\square$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ , then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

## STREET FIGHTER ALPHA

### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter any of the following codes. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then  $\square$  +  $\Delta$  simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then  $\square$  +  $\Delta$  simultaneously.

To choose the alternate-color Bison, end the code by pressing X +  $\square$  simultaneously instead of  $\square$  +  $\Delta$ .

Akuma (Player 1)—Hold L2 and press Left, Left, Down, Down, Down, then  $\square$  +  $\Delta$  simultaneously.

Akuma (Player 2)—Hold the L2 button and press Right, Right, Right, Down, Down, then  $\square$  +  $\Delta$  simultaneously.

To choose the alternate-color Akuma, end the code by pressing X +  $\square$  simultaneously instead of  $\square$  +  $\Delta$ .

Dan (both players)—Hold the L2 and R2 buttons and press  $\square$ ,  $\square$ , X,  $\square$ ,  $\Delta$ .

To choose the alternate-color Dan, hold L2 and R2 and press  $\square$ ,  $\square$ , X,  $\square$ ,  $\Delta$ .

## STREET FIGHTER ALPHA 2

### Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing the SELECT button. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

### Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

### Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side). Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

### Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

### Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

## STREET FIGHTER ALPHA 3

### Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold  $\square$  + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

### Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.



### Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

### Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

### Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing L2.

### Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

### Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

### Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

### STREET FIGHTER COLLECTION

#### Super Street Fighter II Turbo: Play as Akuma

At the character select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

**Super Street Fighter II Turbo: Play Against Akuma**  
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

**Super Street Fighter II Turbo: Remove Super Meter**  
At the character-select screen, choose your fighter with the [Jab] button, then release [Jab] and quickly enter one of the following codes before the airplane flies across the map.

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping [Jab].  
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping [Jab].  
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

#### Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M M Y"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the START button twice.

#### Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

### STREET FIGHTER EX PLUS ALPHA

#### Hidden Characters

At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

#### Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

### STREET FIGHTER EX2 PLUS

#### Unlock All Hidden Characters

At the "Mode Select" screen, move the cursor to "Bonus Game," then press SELECT, SELECT, Up, SE-LECT, SELECT, Up, SE-LECT, Left, SE-LECT, SELECT, SELECT, SELECT. A message will immediately appear after entering it correctly.

#### Unlock All Bonus Games

At the "Mode Select" screen, move the cursor to "Bonus Game," then press SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, Up, SE-LECT, Right, SELECT. A message will immediately appear after entering it correctly.

#### Unlock Maniac Mode

At the "Mode Select" screen, move the cursor to "Practice" then press SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Down, SELECT, SELECT, Down, SELECT, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

#### Unlock Sample Data

At the "Mode Select" screen, move the cursor to "Practice," then press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

### STREET FIGHTER: THE MOVIE

#### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

### SUPER PUZZLE FIGHTER II TURBO

**Play Against Devilot**  
To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

#### Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

#### Secret Characters

The following codes work at the character-select screen in all modes except Puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left, ○ Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, ○ Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○ Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○ Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○ (Same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○ (Same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, ○ Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, ○ Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, ○ Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, ○

#### Stage Select

In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose a stage:

Donovan's stage—Press ○  
Hsien-Ko's stage—Press X  
Sakura's stage—Press △  
Felicia's stage—Press □  
Akuma's stage—Press L1  
Devilot's stage—Press R1  
Morrigan's stage—Press Up  
Ryu's stage—Press Down  
Ryu's stage—Press Left  
Ken's stage—Press Right  
Dan's stage—Don't press any button

### TEMPEST X3

#### High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

### THRASHER: SKATE AND DESTROY

#### Secret Character

From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.







L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code.

**RAPID\_FIRE**—Faster firing rate  
**GO\_SLOW\_MO**—Slower gameplay  
**JACK\_IT\_UP**—Higher suspensions  
**MORE\_SPEED**—Faster cars  
**GO\_RAMMING**—Heavier cars  
**QUICK\_PLAY**—Quick start in Arcade Mode  
**HOME\_ALONE**—Play alone in Arcade Mode  
**NO\_GRAVITY**—No gravity  
**GO\_MONSTER**—Big wheels  
**LONG\_MOVIE**—Watch all endings  
**DRIVE\_ONLY**—No wheel attachment icons  
**BLAST\_FIRE**—Super missiles  
**UNDER\_FIRE**—Attack enemies  
**MIXED\_CARS**—Select same cars in multi-player  
*Unlock Original Vigilante 8 Levels*

At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "VB Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

#### WARCRAFT II: THE DARK SAGA

##### Cheat Passwords

Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

**N T T C L N S**—Instant mission victory  
**Y P T F L W R M**—Instant mission loss  
**T S G D D Y T D**—Enable "god mode"  
**G L T T R N G**—Extra gold  
**H T C H T X N S**—Extra lumber  
**V L D Z**—Extra oil  
**V R Y L T T L**—Extra magic Mana  
**D C K M T**—Upgrades  
**N S C R M**—Show entire map  
**M K T S**—Fast building  
**T H R C N B N L**—Instant scenario victory  
**N V R W N N R**—Game never ends

#### WARHAWK

##### Special Access Codes

Choose "Special Access" from the main menu and enter any of the following pass-codes:

**□ □ □ □ □ □**  
 Preview the Epilogs

**□ □ □ □ □ □**

Check the Special Upgrades

**△ X □ □ □ □ □**—Preview the Movies

**X □ □ □ □ □ □**—Kali Mode (Powered-Up Weapons)

**□ □ □ □ □ □**—Thor Mode (9999 Flash Bombs)

**△ □ □ □ □ □**—Infinite Weapons

**□ □ □ □ □ □**—Pyramid Has Risen

**△ □ □ □ □ □**—Desert is All But Done

**□ □ □ □ □ □**—Canyon Level

—In the Canyon with Amber

—In the Canyon with Belle

—In the Canyon with Crystal

—Approaching Uma

**△ □ □ □**—Airship Level

**△ □ □ □ □ □**—Post-Transformation Airship

**X □ □ □ □ □**—Airship Rear Hanger is Open

**□ □ □ □ □ □**—Volcano Level

**□ □ □ □ □ □**—Volcano Boss is Active

**△ □ □ □ □ □**—Gauntlet Level  
**△ □ □ □ □ □**—East Gauntlet Boss  
**△ □ □ □ □ □**—West Gauntlet Boss  
**△ □ □ □ □ □**—In with the Gatekeeper  
**△ □ □ □ □ □**—Stormland  
**△ □ □ □ □ □**—Above 1st Force Field  
**△ □ □ □ □ □**—Above 2nd Force Field  
**△ □ □ □ □ □**—Above 3rd Force Field  
**△ □ □ □ □ □**—Kreel's Door is Open  
**△ □ □ □ □ □**—Face-to-Face with Kreel

#### WARJETZ

##### Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes:

**T W L R W C H T S**—All Cheats  
**Z T J R W L D W**—Super Cheats  
**M R C H B**—Invulnerable  
**C H N K Y**—Half Damage  
**F L Y N G T N K**—Thick Armor  
**N F C H**—All Weapons  
**S P W**—Free Ammo  
**S H W R M**—All Planes  
**S T B L T**—Fast Planes  
**W R C H S T**—Lots of Bux  
**K C H N G**—Double Bux  
**S W S S B N K**—No WDL Tax  
**G V T B C K**—Keep Powerups  
**S M K T R L**—Free ECM  
**B M B B L L**—Bomb Ball  
**C D D D H L R**—Bomb Ball Weapons  
**P N F L**—Bigger Guns  
**Q D D M G**—Biggest Guns  
**Z P P Y**—Speed Shots  
**T W F R N**—Dual Fire  
**S P N N Y**—Spin Shots  
**F T M N**—Nukes  
**C R N F X**—Overlords Mode  
**S K T C H Y**—Hover Mode  
**N P R B L M**—Mega Convoy  
**D V D**—All Movies  
**G R T D**—Every Movie  
**S N K Y**—Ghost Mode  
**T P G N**—Top Gun

#### WILD 9

##### Cheat Codes

Each of the following cheats can be entered while the game is paused:

**Red Beam**—Right, Up, Left, Up, **□**, **□**, **□**  
**Restore Energy**—R1, L1, Left, **□**, **□**, **□**  
**10 Grenades**—R1, R1, Right, **□**, **□**, **□**  
**10 Missiles**—X, R1, Right, **□**, **□**, **□**  
**Open all Levels**—Up, Left, Down, R2, Right, **□**, **□**  
**(Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)**

#### WORLD'S SCARIEST POLICE CHASES

##### Cheat Codes

Each of the following codes can be entered at the main menu:

**Unlock All Missions**—Down, Up, Left, Right, X, **□**, **□**, **□**  
**Unlock All Starting Locations in Patrol**—Down, Up, L2, L1, X, **□**, R2, R1  
**Unlock All Bonus Items**—Left, Right, L1, R1, **□**, **□**, R2, L2

#### WWF WRESTLEMANIA: THE ARCADE GAME

##### Cheat Codes

During the game, press the **START** button to pause, then enter any of the following cheat codes:

**Invincibility**—X, R2, Up  
**Stop the Timer**—X, R2, Left  
**Super Strength**—X, L2, Down  
**Weaken Opponent**—X, L2, Right  
**Cancel Active Cheats**—□, **□**, **□**, **□**

#### Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press **□**, **X**, **□**, **△**. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

#### X-MEN VS. STREET FIGHTER

##### Secret Options Menu

At the main menu—the one that says "Battle Mode / Vs. Mode / Training Mode" etc.—press **△**, **Right**, **□**, **L1**, then enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

• **"Game Mode"** lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original," then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press **Force Punch** + **Roundhouse Kick** simultaneously (that's **L1** + **R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

##### Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character.

##### Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter* Alpha costume.

#### XENA: WARRIOR PRINCESS

##### 4x Sword & Arrow Upgrades

At the main menu, press **□**, **□**, **□**, **□**, **Up**, **Up**. You'll hear a special sound effect to confirm the code.

##### Invincibility

At the main menu, press **Up**, **Up**, **Up**, **□**, **Up**, **Right**, **Left**.

#### ZERO DIVIDE

##### Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.





# Game Gear tips



## ALADDIN

### Passwords

Note: You must press the **START** button to lock in each password; choosing "EXIT" will send you back to the title screen without registering the password.

A I G J—Stage 1  
A E A—Stage 2  
A S N F—Stage 3  
D M I A—Stage 4  
D I E R—Stage 5 (before cutscene)  
I N S I—Stage 5 (after cutscene)  
N E U A—Stage 6  
A A L G—Stage 7  
B I T O—Stage 8  
U I N—Stage 9  
A I Q Y—Start at Stage 1 with invincibility

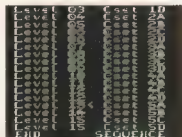
### Cheat Menu

At the title screen—while the words "Press Start Button" are flashing—press **Up, Right, Down, Left, 1, 2, 1, 2**. A secret cheat menu will appear.

## ALIEN 3

### Stage Select

When the "Start" and "Configure" options appear at the title screen, press **Up, Down, 2, Left, Right, 2, Up, Down, 2** before the *Alien 3* logo fades out. A stage-select menu will appear.



## ARENA: MAZE OF DEATH

### Cheat Password

Choose "Enter Password" from the main menu, then enter the code "STVART JASON2 22222" (the 10th character is a zero, and the last six characters don't matter). Now select "Start Game." You'll start with 99 grenades and all three key cards. With this code in place, you can skip to the end of any stage if you press **START** to pause, then press **1 + 2** at the pause screen.

## AX BATTLER: A LEGEND OF GOLDEN AXE

### Passwords

IMKP IIHE OGII NNPH—Firewood Town  
BNLK LPAG HMGH NOGO—Turtle Village  
AOEC DLCD PNPF BBPF—Sand Marrow  
EIIN PMOK PMGI CLID—Holmstock  
CPGG CIAK AEFF OPKO—Brookhill

## AYRTON SENNA'S SUPER MONACO GP II

### Ending Password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

## BATMAN RETURNS

### Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu.

## COOL SPOT

### Cheat Menu

Choose "Options" from the main menu, then put the cursor next to the "Music" option and press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**. A new "Cheats!" option will appear; use it to activate infinite lives, invincibility ("Shield") or a stage select.

## DEFENDERS OF OASIS

### Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

## DR. ROBOTNIK'S MEAN BEAN MACHINE

### Scenario Mode Passwords

Stage 1: Arms—Yellow, Green, Red, Has Bean  
Stage 2: Frankly—White, Blue, Red, Has Bean  
Stage 3: Humpty—Yellow, Blue, Purple, Blue  
Stage 4: Coconuts—Red, Purple, White, Green  
Stage 5: Davy Sprocket—Blue, White, White, Has Bean  
Stage 6: Skweel—Has Bean, Purple, White, Yellow  
Stage 7: Dynamight—Blue, Red, White, Has Bean  
Stage 8: Grounder—Has Bean, Purple, Yellow, Blue  
Stage 9: Spike—Blue, Has Bean, Yellow, Purple  
Stage 10: Sir Fuzzy-Logik—Blue, Yellow, Red, Green  
Stage 11: Dragon Breath—Purple, Blue, White, Yellow  
Stage 12: Scratch—Purple, Blue, Red, Has Bean  
Stage 13: Dr. Robotnik—Yellow, Red, Green, Blue  
Ending—Has Bean, Yellow, Green, Purple  
Sound test—Yellow, Red, Blue, Has Bean



Puzzle Mode Passwords  
Lesson 1—White, Purple, Has Bean, Red  
Lesson 2—Purple, Yellow, Has Bean, Has Bean  
Lesson 3—Purple, Purple, Purple, Yellow  
Lesson 4—Green, Green, Purple, Blue  
Lesson 5—Purple, Green, Yellow, Purple  
Lesson 6—Blue, Green, Red, Green  
Lesson 7—Blue, Red, Green, Purple  
Lesson 8—Blue, Green, White, Purple  
Lesson 9—Green, Yellow, Purple, White  
Lesson 10—White, Has Bean, White, Has Bean  
Lesson 11—Has Bean, Blue, Red, Has Bean  
Lesson 12—Purple, Has Bean, Yellow, Has Bean  
Lesson 13—Yellow, Purple, Yellow, Has Bean  
Lesson 14—Yellow, White, White, Purple  
Lesson 15—Red, Purple, Yellow, Blue

### Scenario Mode Passwords

Lesson 1—White, Purple, Has Bean, Red  
Lesson 2—Purple, Yellow, Has Bean, Has Bean  
Lesson 3—Purple, Purple, Purple, Yellow  
Lesson 4—Green, Green, Purple, Blue  
Lesson 5—Purple, Green, Yellow, Purple  
Lesson 6—Blue, Green, Red, Green  
Lesson 7—Blue, Red, Green, Purple  
Lesson 8—Blue, Green, White, Purple  
Lesson 9—Green, Yellow, Purple, White  
Lesson 10—White, Has Bean, White, Has Bean  
Lesson 11—Has Bean, Blue, Red, Has Bean  
Lesson 12—Purple, Has Bean, Yellow, Has Bean  
Lesson 13—Yellow, Purple, Yellow, Has Bean  
Lesson 14—Yellow, White, White, Purple  
Lesson 15—Red, Purple, Yellow, Blue

## ECCO: THE TIDES OF TIME

### Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left, 1, 2, 1, 2, Down, 2, Up**.

## FANTASY ZONE

### Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then press **Up, Right, Down, Left, 1, 2, 1, 2, START**. A "Config Mode" menu will appear; now you can change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

### Invincibility

Access the cheat menu (see above) and highlight "MODE." Hold **Left** and press **1 + 2** simultaneously; the Mode setting will change to "UNDEAD."



## GREEN DOG

### Cheat Codes

At any time during gameplay, press the **START** button to pause, then enter any of the following codes:

**Down, Up, Left, Left**—Refill health  
**Left, Up, Right, Down**—Nine lives  
**Down, Right, Up, Left**—Nine "continue" credits  
**Left, Up, Down**—Skip the current stage  
**Down, Down, Up, Right**—Mystery Code (see Page 98)  
**Up, Down, Left, Right**—Mystery Code (see Page 98)

## THE INCREDIBLE CRASH DUMMIES

### Cheat Codes

At the title screen, press **Up, Down, Left, Right** to access a cheat entry screen, then enter any of the following codes:

3 2 0 5 4 5 7 3—Start at Day Two (Easy difficulty)  
2 9 6 4 3 7 2 4—Start at Day Three (Easy difficulty)  
1 2 7 1 5 6 3 2—Start at Day Four (Easy difficulty)  
5 8 3 2 8 7 6 5—Start at Day Five (Easy difficulty)  
6 3 4 4 2 1 9 6—Start at Day One (OK difficulty)  
9 2 3 4 7 2 3 2—Start at Day One (Hard difficulty)  
8 1 2 1 2 3 3 7—Start at Day One (Very Hard difficulty)  
5 7 4 8 1 2 3 5—Mystery Code (see Page 98)  
4 6 8 7 5 9 7 3—Mystery Code (see Page 98)

## THE JUNGLE BOOK

### Stage Select

When the screen turns black immediately after the Walt Disney logo fades out, quickly rotate the D-pad in either direction until you hear a chime. Now choose "Start" from the main menu; the stage select menu will appear.

## KRUSTY'S FUN HOUSE

### Super Passwords

5 E L M A—Start at Level 2  
S C R A T C H Y—Start at Level 3

S K I N N E R—Start at Level 4

G R O E N I N G—Start at Level 5

T R A C Y—Start the game with every single door unlocked (this code gives you immediate access to the entire Fun House)



## LEMMINGS

### Level Select

When you see the lemming pulling the Sega logo, hold buttons **1** and **2** while rotating the D-pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat. Now choose "New Level" at the main title screen. Instead of the password-entry menu, you'll get a credit screen with a stage-select option; press **Left** or **Right** on the D-pad to choose a starting stage.

## THE LION KING

### Stage Select

When the screen turns black immediately after the Sega logo fades out, quickly rotate the D-pad in either direction until you hear a chime. Now choose "Start" from the main menu; the stage select menu will appear.

## MEGA MAN

### Normal Difficulty Passwords

B3, C3, D6, E5, F2—Stone Man defeated  
B3, B5, C1, C4, D4—Napalm Man defeated  
A2, A4, B4, C1, D1—Bright Man defeated  
A3, A6, B2, C1, E5—Star Man defeated  
A3, B5, C1, C5, F2—Stone Man and Napalm Man defeated  
A4, A6, E2, E3, E4—Stone Man and Bright Man defeated  
C3, B6, E2, E4, F1—Stone Man and Star Man defeated  
A2, B1, D2, D3—Napalm Man and Bright Man defeated  
A3, D3, E1, F1, F3—Napalm Man and Star Man defeated  
B3, C6, D1, D6, E3—Bright Man and Star Man defeated  
C3, C4, D3, D6, E6—Stone Man, Napalm Man and Bright Man defeated  
A5, C1, C3, C4, D3—Stone Man, Napalm Man and Star Man defeated  
A5, B5, D2, D4, D6—Stone Man, Bright Man and Star Man defeated  
B2, D2, D6, E5, F2—Napalm Man, Bright Man and Star Man defeated  
A4, B4, B5, C1, F6—Stone Man, Napalm Man, Bright Man and Star Man defeated

### Hard Difficulty Passwords

C1, C2, C5, D2, E1—Stone Man defeated  
B3, B6, C5, E5, F5—Napalm Man defeated  
B2, D1, D4, D5, D6—Bright Man defeated  
C5, C6, E2, F2, F6—Star Man defeated  
A5, B3, C3, C5, E3—Stone Man and Napalm Man defeated  
A3, B4, B6, C2, E6—Stone Man and Bright Man defeated  
A4, A6, C2, D4, F5—Stone Man and Star Man defeated  
B1, B5, E2, E5, E6—Napalm Man and Bright Man defeated  
A1, A3, A4, D6, F3—Napalm Man and Star Man defeated  
A3, B5, C3, D4, E4—Bright Man and Star Man defeated  
A2, B3, D3, E3, E5—Stone Man, Napalm Man and Bright Man defeated  
B1, B5, E1, F2, F5—Stone Man, Napalm Man and Star Man defeated  
C3, C5, D4, E4, E6—Stone Man, Bright Man and Star Man defeated  
A6, E3, E4, F4, F6—Napalm Man, Bright Man and Star Man defeated  
A3, B5, C3, D3, E5—Stone Man, Napalm Man, Bright Man and Star Man defeated  
Dr. Willy's Castle Passwords  
B1, C2, D3, E2, F2—Wave Man defeated  
A4, B3, B5, C4, D2—Toad Man defeated  
B5, C2, E2, F3, F4—Final battle with Dr. Willy

## MORTAL KOMBAT

### Arcade Mode

To activate "Mode A" with all blood effects and fatalities included, press **2, 1, 2, Down, Up** at the last of the three "code" screens.

## NBA JAM

### Special Guest Players

Enter the initials shown below with the exact buttons indicated to unlock secret characters: Mark Turmell—Enter MJ, highlight the space character, press and hold **Up** (to highlight the T), hold **START** and **2** and press **1**.



Sal DiVita—Enter SA, highlight M, press and hold **Left** (to highlight the L) and press **1**.  
Jamie Rivett—Enter RJ, highlight Y, press and hold **Up** (to highlight the R) and press **1**.  
Bill Clinton—Enter AR, highlight R, press and hold **Up** (to highlight K), hold **2** and press **1**.  
Al Gore—Enter NE, highlight M, press and hold **Down** (to highlight the T), hold **2** and press **1**.  
Dan "Weasel" Feinstein—Enter SA, highlight Y, press and hold **Left** (to highlight the X) and press **1**.  
Asif "Chow-Chow" Chaudhri—Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.  
Tom "Scruffy" Rademacher—Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.  
Eric "Kabuki" Kuby—Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.  
Eric "Air Dog" Samulski—Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold **2** and press **1**.  
Warren Moon—Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.  
George "P-Funk" Clinton—Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold **2** and press **1**.

### Secret Power-Ups

The following cheats will give you different power-ups and interesting effects. These cheats must be performed at the pregame screen that says "Tonight's Match-Up."  
Shot % Indicator—Press the **2** button, then press and hold **2 + Down** until the tip-off  
"Juice Mode"—Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off  
Power-Up Intercept—Rotate the D-pad 360° and press the **1** button 15 times  
Power-Up Defense—Press **1** five times  
Power-Up Fire—Press the **2** button seven times, then press and hold **2 + Up** until the tip-off  
Power-Up Dunks—Rotate the D-pad 360° and press the **1** button 13 times

## PSYCHIC WORLD

### Sound Test/Level Select

Hold **Up/Left + 1 + 2** and press **START** at the title screen. A sound test menu will appear; press **Up** to increase the number. If you press **1** and **2** while it reads "ED," a stage-select option will appear; press **Up** or **Down** to pick any level.

## QUEST FOR THE SHAVEN YAK STARRING REN HOEK & STIMPY

### Passwords

Choose "Continue" from the main menu and enter any of the following passwords:

A U R G H H—The Stinking Dry Desert  
Z O H N N K—The Stinking Wet Bayou  
Y Y O O W W—The Perilous Mount Hoek  
Z O W C H H—The Great Frozen North  
7 7 7 L O G—Mystery Code (see Page 98)

### Cheat Mode

Enter the password "D75A?" and start a game. The following features will now be available:

- Hold **1** and press **START** to activate partial invincibility (enemies cannot hurt you, but you will still take damage from spikes). Hold **1** and press **START** again to deactivate this feature (note: you can't collect power-ups while invincibility is activated)
- Hold **1 + 2** and use the D-pad to move anywhere in the current stage, even through obstacles
- Press **START** instead of **2** for a jump that's half the height of a normal jump
- Press **START** in the middle of a normal jump for a double jump



## Secret Message

Enter all of the following passwords:

R U S S E E  
K Y L E S E  
J E S S I E  
N I L B O G

After you've entered all four passwords, start the game and you'll see a secret message at the character-select screen.

## RISTAR

### Passwords

Choose "Options" from the main menu, then select the "Password" option and enter any of the following passwords:

J Y U N—Start at Round 2: Planet Terra  
M I T O—Start at Round 3: Planet Sonata  
K A K O—Start at Round 4: Planet Freon  
M I H O U—Start at Round 5: Planet Automaton  
R Y U J Y U—Start at Round 6: Planet Greedy  
Y A K O R A—See the ending  
Cheat Mode

Enter the password "KUMI", then start a game and enter the following commands while the game is paused:

Skip current area—Hold **2** and press **START**  
Access area select menu—Hold **Up + 2** and press **START**

## SAMURAI SHODOWN

### Plays as Amakusa

When the Takara logo appears at the beginning of the game, quickly press **Right, Right, Right** on the D-pad. Now Amakusa is available at the character-select screen.

## SHINING FORCE: THE SWORD OF HAJYA

### Rename Characters

Enter a name for the main character, then put the cursor on "END," hold **START** and press **2**. Prince Niek will appear, give him a new name, then put the cursor on "END," hold **START** and press **2** again to access menus that will let you rename all the characters.

### Hard Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a noise to confirm the code as the word "EXCELLENT" appears. You must start a new game to play in this mode.

## SHINOBI

### Sound Test

At the title screen, hold down button **2** and **Up** while pressing **START**.

## THE SIMPSONS: BART VS. THE SPACE MUTANTS

### Unlimited Lives

When the TV screen appears during the game's intro sequence, press **1, 2, 2, 1, 1, 2, 1**; you'll see the TV set change from yellow to white to confirm the code. Now start the game; your life counter will remain at 3.

## SONIC CHAOS

### Stage Select

Wait for the words "Press Start Button" to appear on the title screen, then press **Up, Down, Down, Right, Left, Right, Left, START**. A "Zone Select" menu will appear.

### Sound Test+Fireball

Wait for the words "Press Start Button" to appear on the title screen, then press **Down, Down, Up, Up, Left, Right, Left, Right, 1, 2, START**. When the sound-test menu appears, press **Up** or **Down** to change the numbers and **2** to hear the sounds. Rotate the D-pad from **Down** to **Right** and press **1** or **2** to make Sonic throw a fireball.





## SONIC LABYRINTH

### Stage Select

Wait for the words "Press Start Button" to appear on the title screen, then press Up twice, Right three times, Down six times and Left nine times; the word "SELECT" will appear beneath the logo. Now press START to access the main menu, where you'll find that the sound test option has been replaced by a stage select. Highlight "Config" and press 2 and you'll be able to change the number of the starting stage.

### Bonus Stage

There's a door in the lower right area of Stage 2-3 that leads to a bonus stage. To unlock the door, look for the cannon in the lower left part of the stage. Normally, the cannon sends you to the exit door, but if you jump in and hold Right + 1 + 2 before the cannon fires, it will send you to a special switch near the start of the stage. Hit the switch to open the "Bonus" door.

## SONIC SPINBALL

### Cheat Codes

Choose "Options" from the main menu, then use the "Sound FX" option to enter any of the following codes by pressing the 2 button to listen to each sound in order. For example, to enter the "Start with nine lives" code, listen to Test 00, then Test 03, then Test 01, then Test 01, then Test 05, then Test 05. You'll see the screen shake to confirm each code. If you can't get a code to register, simply choose "Exit" and try again.

00, 03, 01, 01, 05, 05—Start with nine lives  
00, 09, 00, 01, 06, 08—Debug mode (with this code in place, press START to pause, then press 2 and you'll be able to move Sonic to any part of the stage; press START again to continue at his new location)

00, 02, 01, 05, 06, 06—Level skip (with this code in place, press START to pause, then press Down to skip to the next stage)

01, 01, 01, 02, 05, 00—Zero gravity  
00, 08, 02, 07, 06, 08—Super low gravity  
00, 04, 01, 09, 06, 04—Low gravity  
00, 01, 01, 03, 06, 07—Medium gravity  
00, 03, 01, 09, 06, 08—High gravity  
00, 08, 00, 07, 07, 01—Reverse gravity  
04, 02, 09, 06, 04—Slow motion  
00, 05, 01, 03, 07, 00—Super slow motion  
00, 04, 02, 05, 05, 07—Faster music  
00, 02, 02, 00, 06, 09—Negative colors  
00, 09, 01, 02, 05, 04—Faster music + negative colors  
05, 00, 03, 06, 00—Display version number  
00, 08, 02, 08, 07, 05—Mystery Code (see Page 98)  
01, 01, 01, 01, 03, 00—Mystery Code (see Page 98)  
01, 01, 01, 01, 03, 01—Mystery Code (see Page 98)  
01, 01, 01, 01, 03, 02—Mystery Code (see Page 98)  
01, 01, 01, 01, 03, 03—Mystery Code (see Page 98)  
00, 02, 01, 01, 06, 06—Mystery Code (see Page 98)  
00, 01, 01, 07, 07, 03—Mystery Code (see Page 98)  
00, 06, 02, 04, 06, 03—Mystery Code (see Page 98)  
00, 03, 01, 08, 09, 02—Mystery Code (see Page 98)  
00, 08, 03, 01, 07, 01—Mystery Code (see Page 98)

## SONIC THE HEDGEHOG 2

### Stage Select

At the title screen, Tails blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the Down/Left position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press START when Tails blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC THE HEDGEHOG TRIPLE TROUBLE

### Stage Select

After the Sega logo fades out, press and hold Up on the D-pad and watch Knuckles start to pick up the gems from the screen. While still holding Up, you must press the START button at the exact instant when Knuckles touches the third gem (the red one). If your timing is perfect, you'll hear a chime. Press START at the title screen; the stage-select menu will appear after you choose your character.

### SPACE HARRIER

#### Hard Mode

Hold the 1 button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

#### Easy Mode

Hold the 2 button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

#### Extra Lives

Hold Up on the D-pad when turning on the Game Gear; you'll start with four lives instead of two.

#### Continue

When you lose your last life, press Left, Right, Left, Right, Down, Up, Down, Up while the words "Game Over" are displayed. Unlike the "Continue" menu option that appears after the "Game Over" music ends (which forces you to restart the stage), this code allows you to continue from the point where you died.

#### Passwords

E A G F—Stage 2: Cochine  
C H F A—Stage 3: Linum  
D G B C—Stage 5: Harm  
H B G A—Stage 6: Bes  
F B H E—Stage 7: Tapes  
B F C H—Stage 9: Chike  
H G D A—Stage 10: Borch  
A G E C—Stage 11: Naturaz

## STAR TREK: THE NEXT GENERATION THE ADVANCED HOLODECK TUTORIAL

### Mission Select

Enter the code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose a different assignment by repeatedly pressing START until you see the one you like.

## STREETS OF RAGE

### Invincibility Stage Select

Choose "Options" from the main menu, then choose "Sound Test" number "11" and press 1 + 2 simultaneously. Two new options will appear at the bottom of the screen: "Damage" (turn this option "off" to become invincible) and a stage-select.

## TZ: THE ARCADE GAME

### Cheat Menu

Choose "Options" from the main menu, then put the cursor next to the "Music" option and press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left. A new "Cheats" option will appear; use it to activate infinite lives ("Credit"), invincibility ("Shield") or a stage select.

## TAILS ADVENTURE

### Password

A D E T - A A 2 - 5 1 A - 6 D 1 2—Start with all stages unlocked, all equipment, max. flying ability and 99 rings



## TEMPO JR.

### Cheat Codes

Enter the following codes at the title screen while the words "Press Start Button" are jiggling: Stage select—Up, Down, Left, Up, Down, Right, 1, 2 Play "Sound Trace" minigame—Up, Right, Down, Left, 1, 2, 1, 2 Play "Hit & Hit" minigame—Up, Left, Down, Right, 2, 1, 2, 1

### Passwords

The following numbers represent the number of times you must press Up to change the password notes. For example, to fight the last boss (password 6461), highlight the first note and press Up six times, highlight the second note and press Up four times, and so on.

3 5 6 7—Stage 1-1  
4 3 1 7—Stage 1-2  
6 2 4 7—Stage 1 Boss  
3 7 6 2—Stage 2-1  
4 2 4 7—Stage 2-2  
6 5 6 2—Stage 2 Boss  
3 1 6 0—Stage 3-1  
4 6 0 0—Stage 3-2  
6 3 5 7—Stage 3 Boss  
3 7 0 1—Stage 4-1  
4 3 7 0—Stage 4-2  
6 2 0 5—Stage 4 Boss  
3 4 2 7—Stage 2 Boss rematch  
3 4 2 0—Stage 3 Boss rematch  
4 6 1 7—Stage 4 Boss rematch  
4 6 1 0—Stage 1 Boss rematch  
6 4 6 1—Last Boss

## TENGEN WORLD CUP SOCCER

### Secret Passwords

Choose "World Cup" from the Game Start menu and select the "Pass Word" option, then enter any of the following codes. (Note: You only have to change the first letters; the rest of the password characters should remain at "A.")



E N D—View goal ending  
E N D B—View bad ending  
P K A—After entering this code, choose "Exhibition" to play a shootout game

## TOM AND JERRY: THE MOVIE

### Cheat Menu

At the title screen, press 1, 2, 1, 2, 1, 2, 1, 2. A cheat menu will appear with a stage select, invincibility options and more.

## TRUE LIES

### Passwords

R 5 S H L S—Stage 2 (Park)  
M L L S S S—Stage 3 (Mall)  
D Q C K K S—Stage 4 (Docks)  
Q F F C S S—Stage 5 (Building)  
M T D R J B—Invincibility cheat (health automatically refills when depleted)

## VIRTUA FIGHTER ANIMATION

### Boss Code

Choose "Vs. Com." from the main menu. At the character-select screen, press and hold 1 + 2 to exactly the same time. While holding those buttons down, press START; Dural should appear as your chosen character.

## WOLFCHILD

### Passwords

W X 9 F 2—Stage 2 (Forest)  
F D 4 R M—Stage 3 (Ancient Temple)  
V G K 6 S—Stage 4 (Laboratory)  
J 8 T P R—Stage 5 (Inner Core)  
M A R 1 0—Invincibility cheat + all stages unlocked



**January 2005: Metal Gear Solid 3-Snake Eater.** Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes



**July 2005: Advent Rising, Kirby: Canvas Curse, Samurai Western, Juggernaut, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7).**



**December 2005: Call of Duty 2-Big Red One, Shadow of the Colossus, Trauma Center: Under the Knife, Star Wars: Battlefront II, Grand Theft Auto: San Andreas (Vol.12), Halo 2 (Vol.12).**



**May 2006: Kingdom Hearts II (Part 1), The Duelist, Odessa, Mega Man Powered Up, Sonic Riders, Grand Theft Auto: San Andreas (Vol.17), Halo 2 (Vol.17).**



**October 2006: LEO Star Wars II, Yakuza, Dragon Quest Heroes: Rocket Slim, Animation Station (Vol.4), Mega Man (Vol.5), Halo 2 (Vol.22), Video Game Comics (Vol.6), Games on Film (Vol.2).**



**February 2005: Golden Eye: Rogue Agent, Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2).**



**August 2005: Destroy All Humans! Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8).**



**January 2006: Saitenka-Curse of Darkness, Shadow the Hedgehog, Sonic Rush, The Legend of Heroes, Grand Theft Auto: San Andreas (Vol.13), Halo 2 (Vol.13).**



**June 2006: Rampage-Total Destruction, Kingdom Hearts II (Part 2), Steamboat Chronicles, Mega Man (Vol.3), Grand Theft Auto: San Andreas (Vol.16), Halo 2 (Vol.16), Video Game Comics (Vol.2).**



**November 2006: Destroy All Humans! 2, Touch Detective, Okami, Animation Station (Vol.7), Halo 2 (Vol.23), Video Game Comics (Vol.7), Games on Film (Vol.3).**



**April 2005: Fight Night: Round 2, Super Punch-Out!!, Tenchu: Fall of Shoguns, Star Fox Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4).**



**September 2005: Alchemist 2-Curse of the Common Elfin, Fantastic 4, Conker: Live & Reloaded, Graftia Kingdom, Grand Theft Auto: San Andreas (Vol.9), Halo 2 (Vol.9).**



**February 2006: Gauntlet: Seven Sorrows, Tokobot, King Kong, Mario Kart DS, Grand Theft Auto: San Andreas (Vol.14), Halo 2 (Vol.14).**



**July 2006: The Da Vinci Code, New Super Mario Bros., Tomb Raider: Legend, Over the Hedge, Animation Station (Vol.1), Mega Man (Vol.1), Halo 2 (Vol.19), Video Game Comics (Vol.3).**



**December 2006: Go! Hero II, Marvel: Ultimate Alliance, Dragon Ball Z: Budokai Tenkai 3, Animation Station (Vol.6), Mega Man (Vol.7), Halo 2 (Vol.23), Video Game Comics (Vol.6), Games on Film (Vol.4).**



**May 2006: Dragon Ball Z: Sagas, Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5).**



**October 2006: The Incredible Hulk, Ultimate Destruction, Darkwatch, India Prophecy, Mario Superstar Baseball, Grand Theft Auto: San Andreas (Vol.10), Halo 2 (Vol.10).**



**March 2006: The Game, Teen Titans, Full Auto, Chibi-Robo!, Grand Theft Auto: San Andreas (Vol.15), Halo 2 (Vol.15).**



**August 2006: Naruto: Ultimate Ninja, Jawz Unleashed, Micro Machines V4, Animation Station (Vol.2), Mega Man (Vol.2), Video Game Comics (Vol.4).**



**January 2007: Choosing the Next-Gen System that's right for you, Kingdom Hearts II, Steamboat Chronicles, Buffy: The Vampire Slayer, Animation Station (Vol.9), Games on Film (Vol.5).**



**June 2006: Doom III, God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6).**



**November 2006: Marvel: Ultimate Alliance, Mortal Kombat: Shaolin Monks, Pokemon XD: Gale of Darkness, Burnout: Revenge, Phoenix Wright: Ace Attorney, Grand Theft Auto: San Andreas (Vol.11), Halo 2 (Vol.11).**



**April 2006: Resident Evil 4, Deadly Silence, Black, Final Fight Streetwise, River King: A Wonderful Journey, Grand Theft Auto: San Andreas (Vol.10), Halo 2 (Vol.10).**



**September 2006: Urge of Cerebus, The Lord of the Rings: The Battle for Middle-earth II, Tekken: Dark Resurrection, Animation Station (Vol.3), Mega Man (Vol.4), Halo 2 (Vol.21), Video Game Comics (Vol.5), Games on Film (Vol.1).**



**February 2007: MMO: Contribute Your Most Memorable Gaming Moments, The Legend of Zelda: Twilight Princess, Sonic the Hedgehog, Word of Warcraft: The Burning Crusade, Animation Station (Vol.8), Halo 2 (Vol.24), Online Gamer (Vol.38), Games on Film (Vol.5).**





March 2007: Tips on...Finding a Job in the Electronic Games Industry. Lost Planet: Extreme Condition. Total Dark: Room 215. Ar Tonelico: Melody of Elemia. Animation Station (Vol.3), Halo 2 (Vol.27), Online Gamer (Vol.31).



April 2007: Transformers-The Game. The Coolest Arcades in America. Odin Sphere, Gaming 2 Go (Vol.35), Animation Station (Vol.14), Online Gamer (Vol.36), Halo Insider (Vol.32), The Download Den (Vol.3)



July/August 2008 Codebook: Super Smash Bros. Brawl. Army of Two, Game Previews: The Incredible Hulk, Guitar Hero: Aerosmith, We Love Golf, Resistance 2 and more!



November/December 2008 Codebook: Metal Gear Solid 4-Guns of the Patriots. SoulCalibur IV, Select Game Previews: MedWorld, Halo Wars, Oneshroom: Bikini Zombie Slayers



Mar/Apr 2009 Codebook: Mortal Kombat vs. DC Universe. Guitar Hero: World Tour, Select Game Previews: Batman-Arkham Asylum, Marvel Ultimate Alliance 2: Fusion, Coraine



April 2007: Virtua Fighter 5. Bullet Witch, Ikuza: Legend of the Unemployed Ninja, Animation Station (Vol.10), Halo Insider (Vol.26), Online Gamer (Vol.32)



September/October 2007 Codebook: Metroid Prime 3-Corruption, Call of Duty: Modern Warfare 2, Game Previews, OVER 5,000 CHARTS!



September/October 2008 Codebook: Grand Theft Auto IV Super Smash Bros. Brawl, Select Game Previews: Street Fighter IV, SOCOM: U.S. Navy Seals Contraband, We Cheer, Fallout 3, Mirror's Edge



January/February 2009 Codebook: Star Wars-The Force Unleashed. Madden NFL 09 All-Play, Select Game Previews: Resident Evil 5, Banjo-Kazooie: Nuts & Bolts, Wii Music, Crash: Mind over Mutant, Halo 3: Recon



May 2007: God of War II. Gaming for Dofers, Def Jam: Fight for NY, Animation Station (Vol.11), Halo Insider (Vol.28), Online Gamer (Vol.33).

2008



January/February 2008 Codebook: Halo 3. Spider-Man: Friend or Foe, OVER 5,000 CHARTS!



June 2007: Command & Conquer 3. WW4 Returns, SHX vs. Capcom: Card Fighters DS, Raw Rager, Animation Station (Vol.12), Halo Insider (Vol.30), Online Gamer (Vol.34), Gaming 2 Go (Vol.33), Sound Test (Vol.4), The Twisting Nether (Vol.4), The Download Den (Vol.4)



March/April 2008 Codebook: Super Smash Bros. Brawl. Uncharted: Drake's Fortune, OVER 5,000 CHARTS!



July 2007: Shadowrun-Behind the Scenes. Spider-Man 3, Escape from Bug Island, Final Fantasy World (Vol.46), Animation Station (Vol.13), Halo Insider (Vol.31), Online Gamer (Vol.35), Gaming 2 Go (Vol.34), Sound Test (Vol.5), The Twisting Nether (Vol.4), The Download Den (Vol.5), plus 2,000+ codes!



May/June 2008 Codebook: Link's Crossbow Training. Assassin's Creed, Select Game Previews, OVER 5,000 CHARTS!



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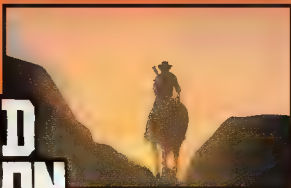
# Select Game Previews

## Red Dead Redemption

Publisher: Rockstar  
In Stores: 4th Quarter 2009



and PS2, and its sequel, *Red Dead Redemption*, is poised to star San Diego, the game takes place at the turn of the 20th century, when America was starting to get a lot less like *Deadwood* and a lot more like *Modern Times*. The lead character, John Marston, is a former outlaw who is trying to find his way in the brave new world of industrialization and government order. Riding his horse through dusty saloon towns, mountain passes and wide-open prairies, he embodies the last vestiges of the Western gunfighter spirit as he embarks upon one last great adventure. With the processing power of the current-generation consoles, this sequel should greatly outperform the original game in terms of authentic frontier environments and background details. And if *Redemption's* music is even half as good as *Reveries*, it'll be twice as good as most game soundtracks. We just hope Marlin Quin comes back.



## RED DEAD REDEMPTION



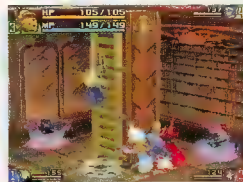


# Final Fantasy Crystal Chronicles: Echoes of Time

Publisher: Square Enix  
Available Now

Wii DS

It wasn't long ago that Nintendo seemed to be focusing all its efforts on the concept of connectivity—which at the time involved linking Game Boy Advance units to the GameCube with dunky, awkward cables. The original *Final Fantasy: Crystal Chronicles* was one of the pioneers of the connectivity craze, so it's no surprise to see Square Enix continuing the experiment using the ad-hoc wireless and Wi-Fi capabilities of the Wii and DS. While playing *Echoes of Time*, players can easily transition from single-player to multiplayer mode at any time, connecting with friends anywhere in the world. And get this: It doesn't matter if you're playing the Wii or DS version, because they're fully cross-compatible. You can create a distinctive character by customizing your armor, equipment and materials, and this will help your friends to identify you as you team up to discover a cure for the "crystal sickness" that has descended upon your home village.

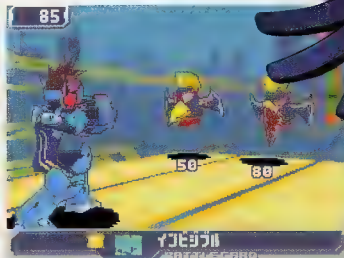
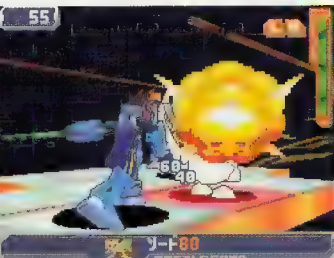
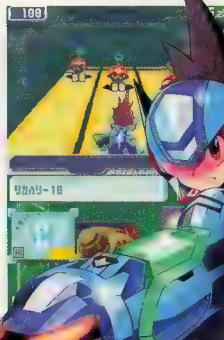


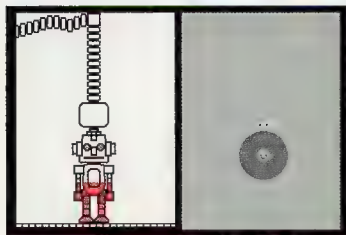
## Mega Man Star Force 3

Publisher: Capcom  
In Stores: 3rd Quarter 2009

DS

The aftereffects of *Pokémon Red* and *Blue* are still evident on the handheld scene, where the *Mega Man Star Force* series continues to be produced in separate, slightly different editions. We hope that some day, an article will appear in *Psychology Today* explaining how gamers choose between *Diamond* and *Pearl*; *Autobots* and *Decepticons*; and, in this case, *Black Ace* and *Red Joker*. Geo Stelar returns as the human link that allows the electronic entity Omega-Xis to become Mega Man. Together, they must try to stop an approaching meteor that threatens both the real and digital worlds. New features include "Noise Changes," enhancements that alter Mega Man's appearance and abilities in a somewhat random fashion. The *Black Ace* and *Red Joker* titles refer to Mega Man's ultimate form in each game, which he can assume after he learns to bring the Noise.





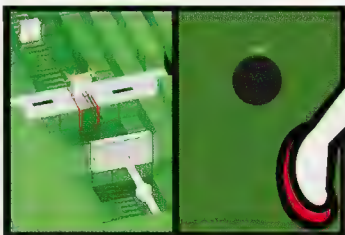
## Rhythm Heaven

Publisher: Nintendo  
In Stores: 2nd Quarter 2009

DS

Of all the Game Boy Advance games that were never released in North America, *Rhythm Tengoku* was arguably the greatest. An insanely feature-packed rhythm game from the makers of the *Wario Ware* series, our import copy is still one of our most-played games today, more than two years after its release in Japan. Luckily, its sequel, *Rhythm Tengoku Gold*, is coming here under the name *Rhythm Heaven*. With the accompaniment of music by Morning Musume producer Tsunku, you'll keep time to a hilarious parade of stream-of-consciousness scenarios that include clapping monkeys, block-head ping-pong and robot construction. Unlike the button-pushing of the GBA original, *Rhythm Heaven* uses touch-screen controls; you'll be prompted to tap, slide and flick the stylus in strict time to keep the beat.

**RHYTHM HEAVEN**



## Mini Ninjas

Publisher: Eidos  
In Stores: 4th Quarter 2009

Wii PS3 XBOX360 DS

Ask yourself, now: What could be better than being a *ninja*—a shadowy hero trained in the arts of espionage and assassination? Why, being a *mini* ninja, of course! You'd still get to scamper across rooftops, drop from trees and slash jugular veins in complete silence, but you'd have the added benefits of being able to fit inside checked luggage and have Randy Newman write songs about you! As the alternately cuddly and deadly mini ninja Hiro, you'll be able to summon other pint-sized martial artists to help you battle an army of Samurai warriors and make them fall before your Kuji magic. From developer Io interactive, maker of *Kane & Lynch: Dead Men*.



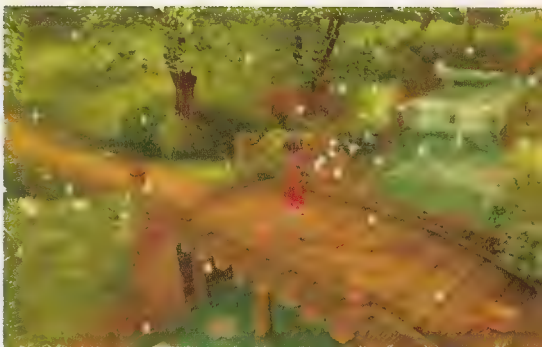


# Rune Factory: Frontier

Publisher: XSEED  
Available Now

Wii

As extensions of the *Harvest Moon* series, the *Rune Factory* games spice up the basic concepts of farm management and dating simulation by adding some monsters and combat options. The latest in the series—the Wii-exclusive *Rune Factory: Frontier*—leaves you free to live your in-game life any way you choose. Will you tend to your crops with religious fervor, living off the fat of the land and bringing prosperity to the townspeople? Or will you be a hedonistic philanderer, leaving a trail of broken hearts as you methodically choose a mate by process of elimination? Maybe you'll prove your worth by battling the creatures who threaten your garden and your posse of bachelorettes, or by befriending the monsters whose intentions are more noble. Probably a little bit of all of these. (Heck, can you date the monsters? That's what we want to know!)



# Brütal Legend

Publisher: Electronic Arts  
In Stores: 4th Quarter 2009

*Brütal Legend* is the latest game from Tim Schafer, creator of the critically acclaimed *Grim Fandango* and *Psychonauts*. Its main character is played by Jack Black, the star of *School of Rock* and *Tenacious D in The Pick of Destiny*. Eddie Riggs is a roadie for a heavy metal band when he is somehow transported to a strange world "where great Metal titans once ruled and power chords rang from the countryside." The game is a third-person action/adventure in which your task is to assemble an army of head-banging minions. Along the way, you'll smite creatures with a huge battleaxe, race through skull-studded terrain in a big block V8 and raise the goblet of rock with a six-string sting from your trusty Flying V.



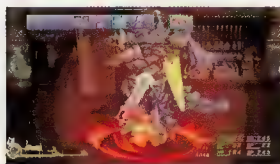
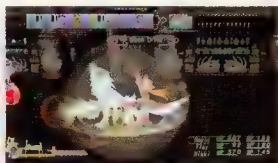
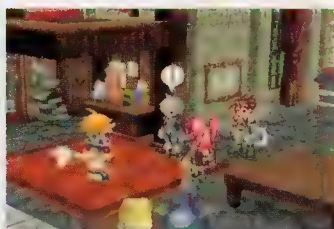


# Mana Khemia: Student Alliance

Publisher: NIS

In Stores: 2nd Quarter 2009

Is your school a graffiti-covered minefield of goths, dumb jocks and geeks? Do you walk through a dumb detector into a sea of angst every morning, wishing you could get away? For the price of a single PSP game, you can transfer to the Al-Revis Academy, where students frolic in cosplay finery and learn the secrets of magic through alchemy. An enhanced remake of the PS2 *Mana Khemia* game, *Student Alliance* stars Wayne Aurelius, a novice alchemist who must complete "academic quests" as he learns to craft his own items and weapons. Doing so will allow him to forge a distinctive identity and skill set, which will better prepare him for life outside the campus walls. There are monsters out there, you know.



# Phantasy Star 0

Publisher: Sega

In Stores: 4th Quarter 2009

DS

Role-playing games come and go, but *Phantasy Star* has found a way to endure for over 20 years. The characters and settings have changed since *Phantasy Star Online* broke from the series' original continuity, though. *Zero* is an action/RPG set on a post-apocalyptic Earth. You play as a hunter whose task is to protect the rebuilt cities from monsters. Your character's appearance, skills and gear are determined by his or her gender, race and class; ultimately, 14 different configurations are available, with over 350 unique weapons to discover. The multiplayer modes support both wireless and Wi-Fi play, and characters can speak to each other with the innovative "Visual Chat" interface (your dialogue appears in word balloons similar to those of *Phantasy Star Online*, but you enter it with the stylus on the DS touch screen instead of the old keyboard method).



## FUEL

Publisher: Codemasters  
In Stores: 2nd Quarter 2009



From developer Asobo Studios, *FUEL* gives racing fans plenty of space in which to race: 5,000 square miles of terrain, with loosely defined tracks and trails that cover about 100,000 miles of ground. And it gives them plenty of vehicles in which to see it all, including quad bikes, muscle cars, trucks, buggies and more. If that's not enough, the environment is constantly modified by weather effects like snow, rain, tornadoes and sandstorms, as well as a full cycle from day to night and back again. When you're not competing online in multiplayer challenges, a "free-roam" mode lets you look around and scope out the landscape for shortcuts and sweet jumps.

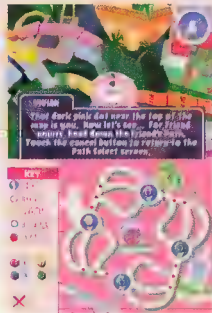


## Drama Queens

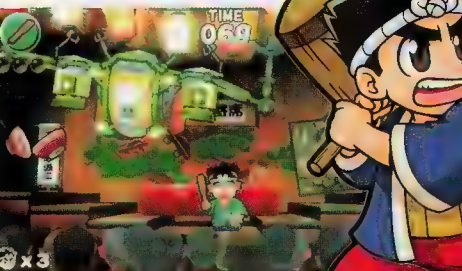
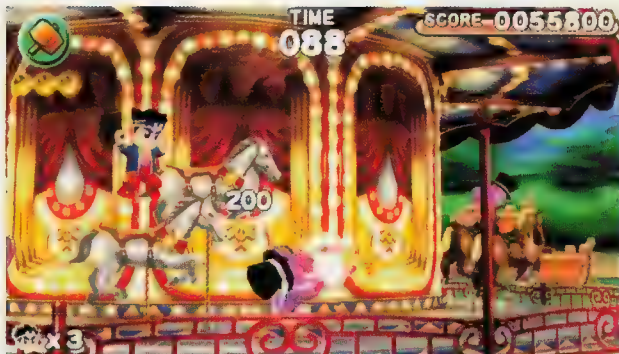
Publisher: Majesco  
In Stores: 2nd Quarter 2009



It has the basic structure of a traditional board game, but *Drama Queens* has it all over the antiquated charms of hoary "girls' games" like *Mystery Date*. You're not just looking to land a hot guy—you're also angling for a promotion, shopping for groovy new clothes and amassing enough BFFs to make sure you still have some left at the end of the game. But when you land on a Drama Space, watch out—that's when the catfights start and the fur flies! You can also stir up the shizz by busting out secret cards that let you steal boyfriends or promotions, which can help to set you up as the ultimate queen diva. From Sensory Sweep Studios, developer of *My French Coach* and *My Spanish Coach*.







## Hammerin' Hero

Publisher: Atlus  
Available Now

Irem released the *Hammerin' Harry* arcade game in the U.S. in 1990, and that was the last we saw of the brave carpenter who carried a big wooden mallet two years before King DeDeDe appeared on the scene. The game was updated for the NES, Game Boy and Super NES in Japan and Europe, and Harry made numerous cameo appearances in other Irem games over the years, but he hasn't returned to North America...until now. *Hammerin' Hero* is a super-colorful new game in the *Daiku no Gansan* (*Hammerin' Harry*) series, and Harry celebrates his return by keeping his original Japanese name, Gen. A real man of the people, Gen swings his giant *kizuchi* for great justice, smashing the minions of an evil construction company before they can evict his neighbors from their homes. He'll also take other jobs (sushi chef, diver, DJ) in different stages, each of which grants him a different costume and attack power. He even gets to make like *Hammerin' Hank* Aaron and swing a mighty baseball bat!

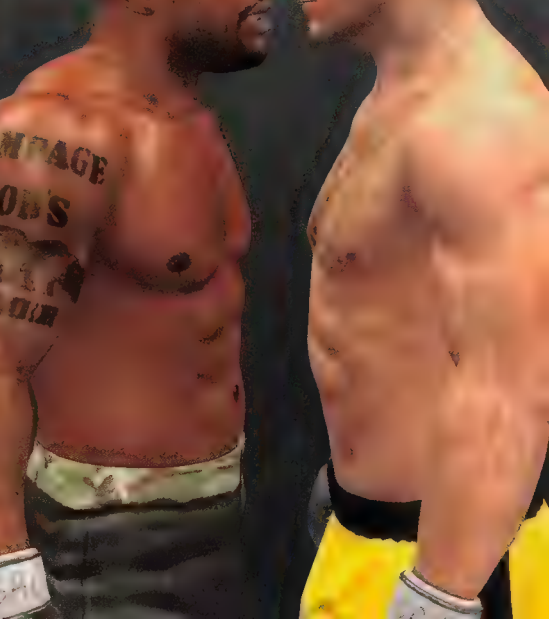
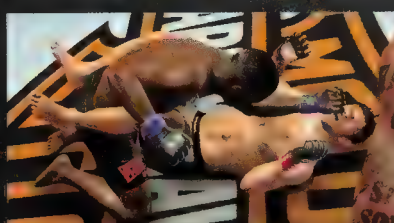


# UFC 2009 Undisputed

Publisher: THQ  
In Stores: May



The first Undisputed game in the series, *Undisputed* is a boxing game that lets you fight in the ring with a variety of fighters, including the UFC's top stars. The game features a variety of fighting styles, including boxing, MMA, and wrestling. You can choose from a variety of fighters, including the UFC's top stars, and fight them in a variety of ways. The game also features a variety of special moves, including the UFC's signature moves. The game is a great way to experience the excitement of the UFC, and it's a great way to learn more about the sport. The game is a great way to experience the excitement of the UFC, and it's a great way to learn more about the sport. The game is a great way to experience the excitement of the UFC, and it's a great way to learn more about the sport.





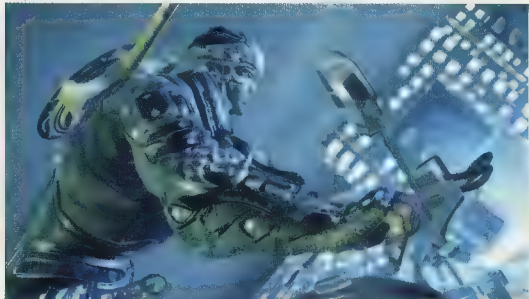
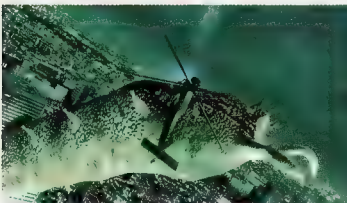


## Ninja Blade

Publisher: Microsoft  
Available Now



Forget about the stereotypical ninja of yore, those stealthy goons with their funny shoes and black masks. Ken Ogawa, the star of *Ninja Blade*, is an armored 21st-century ninja who soars above the rooftops of modern-day Tokyo, battling hordes of giant, genetically mutated creatures in full view of the salarymen who cower behind skyscraper windows. Ogawa is armed with a variety of tools, weapons and Ninjutsu skills, but none are more powerful or useful than Ninja Vision and the Todom Attack. While it does leave him more vulnerable to attack damage, Ninja Vision allows him to detect secret paths and clues that are not visible with the naked eye. It also allows him to spot enemy weak points, which he can then target with the fatal Todom Attack. Developed by FromSoftware, creator of the *Armored Core* series and the latter-day *Tenchu* games.



## Heavy Rain

Publisher: Sony  
In Stores: 4th Quarter 2009



With the PS3-exclusive *Heavy Rain*, developer Quantic Dream takes us another step closer to the "interactive film" concept it previously explored in *Indigo Prophecy*. It's a dark, dramatic thriller with intuitive controls, dynamic camera angles and a time-dependent narrative. Unlike the clinical, detached characters in most action/adventure games, you're not just an avatar moving through areas and triggering non-interactive cutscenes; you're an emotionally complex character influencing the lives of other human beings. As such, there are a lot of different ways to progress through the game, and they all lead to alternate events and different consequences for various characters. Sony and Quantic Dream are focused on eliminating loading times, scripted events and unnecessary interface elements; they hope to replace them with believable human interaction, ultra-realistic environments and mature themes for "a new world of adult gamers." Heavy indeed.





## Klonoa

Publisher: Namco Bandai  
In Stores: 2nd Quarter 2009

Wii

With his trusty Pac-Man cap perched on his head, Klonoa made his first appearance on the original PlayStation. *Klonoa: Door to Phantomile* was one of the first games to successfully mix 3-D graphics with 2-D side-scrolling gameplay, but the game and its title character were underappreciated and overlooked. The PS2 sequel, *Klonoa 2: Lunetea's Veil*, hit the stores just prior to the September 11 terrorist attacks, after which people stopped caring about video games

for a while. In this updated version of *Door to Phantomile*, Klonoa will get yet another chance to conquer America. The visual improvements and additional secrets will be welcomed by all, but the new Wii Remote/ Nunchuk control scheme is optional; you can choose to play with the Classic Controller or even a GameCube controller if you're so inclined.

## Eat Lead: The Return of Matt Hazard

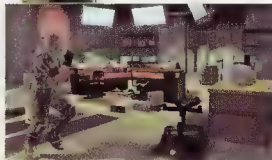


Publisher: D3  
Available Now



The 13th game in the *Matt Hazard* series, *Eat Lead* brings the legendary '80s video game character to the 21st century for his first HD adventure. What's that...you've never heard of Matt Hazard? You haven't played the previous 12 games in the series? That's because they never existed. It's all part of an elaborate backstory that pokes

fun at second-rate game characters who fall into obscurity when publishers keep putting them into weaker games. *Eat Lead* is actually a parody of third-person shooters, with Hazard fighting for respect in a mash-up game world populated by such heroes as Master Chef (that's "chef," not "chief") and Captain Carpenter (a spoof of Mario's first role in the original *Donkey Kong*). He's also fighting for survival, since he's been tricked by an evil game publisher into battling a legion of "back-catalogue" video-game villains. Developer Vicious Cycle has equipped Hazard with plenty of weapons and melee moves, and a strategic point-and-cover system allows him to take cover as well as *make* cover (by modifying the environment).

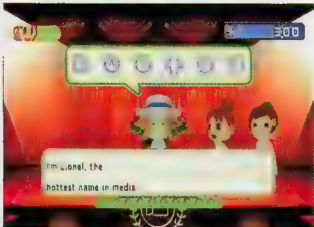




# Help Wanted

Publisher: Hudson  
In Stores: 3rd Quarter 2009

Hudson Soft has the cure for America's unemployment woes: In its new Wii game *Help Wanted*, players get to try their hand at 50 different odd jobs. But you're not just trying to solve the economic crisis—your true task is to rescue humanity from extinction by funding its defense from an approaching meteor! The jobs range from the mundane (courier, chef, clerk) to the hilariously absurd (scrubbing a jumbo jet with a push broom, playing a monster in a haunted house, serving as a referee at a sumo wrestling match). In addition to saving the world, you can use the dough you've earned to buy items and display them in your "collector's room." Of the 50 individual job minigames, 15 can also be played in head-to-head multiplayer mode.



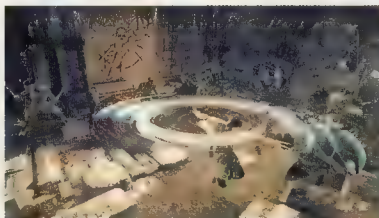
# X-Men Origins: Wolverine

Publisher: Activision

In Stores: May



Along with the *X-Men Origins: Wolverine* feature film comes this action/adventure game by Raven Software (*X-Men Legends*, *Marvel: Ultimate Alliance*) and Amaze Entertainment. As the tormented mutant Logan, you escape from the Weapon X facility, extend your adamantium claws and start slashing your way to reveal the truth about your tragic past. A streamlined combo scheme keeps the action simple enough for casual players, but the action is brutal enough for the bloodthirsty. Of course, having a reinforced skeleton with the ability to pop blades from his knuckles is not Wolverine's mutant power. He was given these assets because of his healing and regenerative abilities, which the game displays in real time whenever he takes damage.







## Ready 2 Rumble Revolution

Publisher: Atari  
Available Now

105

Unlike the previous *Ready 2 Rumble* Boxing games, which were developed and published by Midway, *Revolution* comes from Atari and noted wrestling-game developer Aki. Other than real-life ring announcer Michael Buffer—who owns the *Ready 2 Rumble* name—characters from the previous games are unlikely to return. But there's a new line-up of 18 crazy pugilists to meet, and many of them are parodies of real-life celebrities you'll recognize. You can also create your own boxer and guide him or her through the all-new Championship Mode. As expected, the game will use the Wii's motion controls, with the Nunchuk attachment's movements tracked to your character's left glove and the Wii Remote's to the right.



## DanceDanceRevolution: Disney Grooves

Publisher: Konami  
Available Now

106

It comes with a dance pad for the Wii. It features 40 famous Disney songs! Its main characters are Mickey and Minnie Mouse, Donald and Daisy Duck and Goofy and Pluto...uh, Dog! This is the third *DDR* game to feature Disney characters, and it's the second to feature you as a character; as in *DanceDanceRevolution: Hottest Party 2*, you can import your Mii and put the moves on Minnie while Mickey's back is turned. To complete the illusion that you are a Disney character, you can dress your Mii up in familiar Disney costumes and pose for photos in the "My Studio" option. In order to unlock all of the tunes, stages and costumes, you'll have to complete dance challenges in "Groove World" mode. There's also an Advanced Mode for super hardcore DDR freaks...and if you find the latter too intense, you can prep for the challenge in Workout or Training mode.

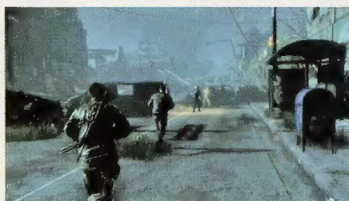


# Terminator Salvation

Publisher: Equity Games/Evolved Games/Warner Bros. Interactive  
In Stores: May



Due to be released simultaneously with the Christian Bale movie of the same name, *Terminator Salvation* is actually a prequel to the events in the film. It's a third-person shooter in which you play the role of John Connor, leader of the resistance forces who fight against the Terminators and crazy mechs of the evil Skynet corporation. The game won't include Bale's voice, but the voice talent does include several key actors from the movie, including Common as the wise-cracking ex-jock Barnes and Moon Bloodgood as resistance soldier Blair Williams. *Charmed* actress Rose McGowan is also on hand to voice the role of ex-school-teacher Angie Salter, a character who was created exclusively for the game. Developed by GRIN Studios (*Wanted: Weapons of Fate*, *Bionic Commando*).



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## TIPS & TRICKS CODEBOOK



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DO YOU KNOW THE SECRET OF THE

## MYSTERY CODES?

Scattered throughout our *Tips* pages are "Mystery Codes" that are known to work, but we're not sure what effect they have in the game in question. Note: These codes may not have any effect at all; it's possible that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise!





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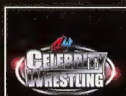
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### Games



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game4058



game4056



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### Themes



theme5893



theme5894



theme5895



theme5896



theme5897



theme5898



theme5899

### Animated Screensavers



move9568



move9569



move9570



move9571



move9572



move9573



move9574

### Ringtones

50 Cent - Get Up	song4249
Aca Hood Feat Trey Songz - Ride	song4250
Akon - Right Now (Na Na Na)	song4251
Akon - Beautiful	song4252
Akon / Lil Wayne - I'm So Paid	song4253
Jay-Z / T.I. - Swagga Like Us	song4254
Kanye West - Heartless	song4255
Kanye West - Love Lockdown	song4256
Kanye West - See You In My Nightmares	song4257
Katy Perry - Not N Cold	song4258
Katy Perry - Kissed A Girl	song4259
Kevin Rudolf / Lil Wayne - Let It Rock	song4260
Lady Gaga - Poker Face	song4261
Lady Gaga / Colby O'Donnis - Just Dance	song4262
Lil Wayne - Get Money	song4263
Lil Wayne - A Milli	song4264
Lil Wayne / Bobby Valentino - Mrs. Officer	song4265
Ludacris - One More Drink	song4266
M.I.A. - Paper Planes	song4267
Nelly - Body On Me	song4268

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